```
object
                Δ
    core.coreobj.PyCoreObj
    + session
    + objid
    + name
    + ifindex
    + canvas
    + icon
    + opaque
    + verbose
    + position
    + apitype
        _init_
              _()
    + startup()
    + shutdown()
    + setposition()
    + getposition()
+ ifname()
    + netifs()
    + numnetif()
    + getifindex()
    + newifindex()
    + tonodemsg()
    + tolinkmsgs()
    + info()
    + warn()
    + exception()
   core.coreobj.PyCoreNode
   + services
   + type
   + nodedir
   + tmpnodedir
       init
             _()
   + nodeid()
   + addservice()
   + makenodedir()
   + rmnodedir()
   + addnetif()
   + delnetif()
   + netif()
   + attachnet()
   + detachnet()
   + setposition()
   + commonnets()
core.bsd.vnode.SimpleJailNode
+ nodedir
+ verbose
+ pid
+ up
+ lock
+ valid_deladdrtype
    init_
+ startup()
+ shutdown()
+ cmd()
+ cmdresult()
+ popen()
  icmd(
+ term()
+ termcmdstring()
+ shcmd()
and 15 more...
                Δ
   core.bsd.vnode.JailNode
   + bootsh
       init
             _()
   + boot()
   + validate()
   + startup()
    + shutdown()
    + privatedir()
   + opennodefile()
    + nodefile()
```