

# Struct ResourceObject

**Namespace:** Recycle.Models (Recycle.Models.html)

**Assembly:** Recycle.dll

## Syntax

```
public struct ResourceObject : IResourceObject
```

## Constructors

### ResourceObject(String)

#### Declaration

```
public ResourceObject(string key)
```

#### Parameters

Type	Name	Description
System.String	<i>key</i>	

## Properties

### Key

#### Declaration

```
public string Key { get; }
```

#### Property Value

Type	Description
System.String	