

Object

```
classDiagram
    class Object
    class HostInfo {
        addr
        address
        alias
        name
        init
        makeStem
    }
    Object <|-- HostInfo
```

A UML class diagram showing a class hierarchy. At the top is a box labeled 'Object'. A vertical line extends downwards from the bottom center of the 'Object' box to the top center of a larger box below it. This larger box is divided into two sections: a top header section labeled 'HostInfo' and a larger body section below it. The body section contains a list of attributes and methods: 'addr', 'address', 'alias', 'name', 'init', and 'makeStem'.

HostInfo

addr

address

alias

name

init

makeStem