Entity

Return to Glossary

The system components are called **Entities** because they all inherit from the Entity class. Each Entity has specialised QoS policies. An Entity may have a Listener, a call back interface for notifications about changes in the Entity's state or, a wait interface (using WaitSets) for detecting changes in the Entity's state.

Source: OpenSplice Glossary

From:
https://www.omgwiki.org/dido/ - **DIDO Wiki**

Permanent link:
https://www.omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a_glossary:e:entity&rev=1605253723

Last update: **2020/11/13 02:48**