

# 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](#)

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