

# GumpModel

[GumpModel](#)

## ModelObjects

This is the main build block for all objects, it contains a reference to the associated xml object (loaded from the metadata) and is also Annotatable, Workable, [FileHolder](#), Stateful, Propogatable, Ownable.

## NamedModelObject

Is a [ModelObject](#) that is uniquely named (such as a workspace or module or project or repository or ...)

## Annotatable

Can contain a list of 'info', 'warn', 'error' text messages.

## Workable

Can be worked on (typically by launched commands)

## FileHolder

Can contain a list of file references (directories or files).

## Stateful

Holds 'state' (succeeded, failed) and 'reason' (if not Unset, e.g. 'build failed').

## Propogatable

Can propogate state changes.

## Ownable

Is owned by something, and knows who it's owner is