

# Content model overview

An introduction to the eZ content model, aimed at non-developer users, is available at [Fundamental concepts](#).

The content structure in eZ is based on ideas borrowed from Object-Oriented programming, as seen in popular languages such as C#, Java or PHP.

In this understanding an "object" in the eZ Platform is called a Content item and represents a single piece of content: an article, a blog post, an image, a product, etc. Each Content item is an instance of a "class," called a Content Type.

- [Content items, Content Types and Fields](#)
- [Locations and Sections](#)
- [Content Relations](#)
- [Using multiple languages](#)