

# Content Model: Content is King!

Everyone knows that Content is King, and in eZ Platform, everything is Content!

Take a look at the content model underlying eZ Platform.

## Content model overview

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.

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

## Related topics:

[Content items, Content Types and Fields](#)

[Locations](#)

[Content Relations](#)

[Internationalization](#)