

# Objects

Objects are the entities that are passed by apps to the Flock platform via [Methods](#), and can be passed to apps by Flock via [Events](#). There are currently 5 different types of objects that an app can use.

Object	Description
<a href="#">Message</a>	The Message object is used to send messages between users and groups, and which will appear within the chat window.
<a href="#">Attachment</a>	An attachment object is included in any <a href="#">message</a> that has rich content. Attachments are powerful in that they allow you to set multiple properties including title, description, widget, FlockML content, downloads, and attachment buttons.
<a href="#">User</a>	An individual user who has an account on Flock.
<a href="#">Group</a>	A collection of two or more users in Flock.
<a href="#">PublicProfile</a>	Public profile of a Flock user.