

# The admin Object

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## Overview of the admin Object

The `Ice.Admin object adapter` hosts a single object whose `identity` name is `admin`. Although this identity name cannot be changed, you can define the identity category using the configuration property `Ice.Admin.InstanceName`. If you enable the `Ice.Admin` object adapter without defining this property, the category uses a UUID by default and therefore the object's identity changes with each instance of the process.

In this manual, we refer to the administrative object as the *admin object*.

## Facets of the admin Object

An Ice object is actually a collection of sub-objects known as `facets` whose types are not necessarily related. Although facets are typically used for extending and versioning types, they also allow a group of interfaces with a common purpose to be consolidated into a single Ice object with an established interface for navigation. These qualities make facets an excellent match for the requirements of the administrative facility.

Each facet of the `admin` object represents a distinct administrative capability. The object does not have a default facet (that is, a facet with an empty name). However, the Ice run time implements two built-in facets that it adds to the `admin` object:

- the `Process` facet
- the `Properties` facet

An application can [control which facets are installed](#) with a configuration property. An application can also [install its own facets](#) if necessary. Administrative facets are not required to inherit from a common Slice interface.

See Also

- [The Administrative Object Adapter](#)
- [Object Identity](#)
- [Facets and Versioning](#)
- [The Process Facet](#)
- [The Properties Facet](#)
- [Filtering Administrative Facets](#)
- [Custom Administrative Facets](#)
- [Ice Administrative Properties](#)