```
Item
+ itemTile
+ tile
+ sections

    position

    size

    mass

    section

    material

    sEquipmentName

    isEquipped

- tag

    enItemTvpe

    stackSize

    maxStackSize

    descriptiveText

+ operator==()
+ operator!=()
+ operator=()
+ Item()
+ Item()
+ Item()
+ clone()
+ create()
+ showItemStats()
+ getItemExamineString()
and 31 more...
         Weapon
- siRange

    siDamage

    isTwohanded

- isRanged

    enWeaponSize

- contactArea
+ operator==()
+ operator!=()
+ operator=()
+ Weapon()
+ Weapon()
+ Weapon()
+ clone()
+ create()
+ showItemStats()
+ getItemExamineString()
and 14 more...
```