

## ItemManager

- items

- + operator=()
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- + ItemManager()
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- + addItem()
- + addArmor()
- + addWeapon()
- + showItemStats()
- + EquipItem()
- + ClearSlot()
- + ReleaseAllMemory()
- + getInventorySize()
- + getItemNameAtIndex()
- + getItemDescriptionAtIndex()