item
int ItemNum; string ItemName;

itemclass();
getNum();
string getNmae();
void showItem();
void setNum();

playerclass
vector<itemclass>bag; vector<pokemonClass>Carrypoke; vector<pokemonClass>Computer; vector<pokemonClass>fightingpoke;

getitem();
useItem():
ShowItemInfo();
addpokemonToCarry();
addpokemontoComp();
bagupdate():
fightingPoke():
vector<pokemonClass>getFightingpoke;
changepoketofight():
changePokemonfromComp():