

Resource

```
classDiagram
    class Resource
    class AugmentEffect {
        +Equip()
        +UnEquip()
        +Description()
    }
    AugmentEffect --|> Resource
```

The diagram shows a class hierarchy. At the top is the 'Resource' class, represented by a white box with a black border and three horizontal compartments. The top compartment contains the text 'Resource', while the other two are empty. Below it is the 'AugmentEffect' class, represented by a gray box with a black border and three horizontal compartments. The top compartment contains the text 'AugmentEffect', the middle compartment is empty, and the bottom compartment contains three method signatures: '+ Equip()', '+ UnEquip()', and '+ Description()'. A blue arrow with a hollow triangular head points from the top of the 'AugmentEffect' box to the bottom of the 'Resource' box, indicating that 'AugmentEffect' inherits from 'Resource'.

AugmentEffect

+ Equip()

+ UnEquip()

+ Description()