

Methoden in der Klasse Character 1 (Item)

```
public void Use Item() {
```

```
    ShowInventory();
```

```
    "Bitte Name des Items eingeben"
```

```
    string q's = Console.ReadLine;
```

```
    find(q's) in Inventory;
```

```
    if (Item is found)
```

```
        ItemEffect(q's);
```

```
    else {
```

```
        "Nicht gefunden"
```

```
        Use Item();
```

```
    }
```

```
Item Effect (Item a)
```

```
Check Item Type
```

```
if heal {
```

```
    this.Dive = this.Life + a.Bonus;
```

```
    this.Inventory.Remove(a);
```

```
}
```

```
if (Armor {
```

```
    this.Dress[] = a
```

```
    ..remove(a)
```

```
if (Weapon {
```

```
    this.Dress[1] = a
```

```
    ..remove(a)
```

```
if (Key {
```

```
    "Text"
```

```
}
```

```
public void prop() {
```

```
    ShowInventory();
```

```
    "Bitte Name eingeben"
```

```
    find(q's) in Inventory;
```

```
    this.Inventory.RemoveAll(q's);
```

```
    this.Inventory.Remove(q's);
```