## IItem
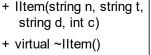
+ string name

+ string type

+ string desc

+ int count

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+ IItem(string n, string t, string d, int c)

+ virtual ~IItem()

## IEnemyItem

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+ IEnemyItem(string n, string t, string d, int c)

+ virtual bool use(Player &player, Entity &enemy)=0