Hitem + string name + string type + int count - string desc + Iltem(string n, string t,

- string d, int c)
 + virtual ~IItem()
- + virtual ~Intem()
 + virtual string getDesc()



IPlayerItem

- + IPlayerItem(string n, string t, string d, int c)+ virtual bool use(Player &player)=0
 - virtual bool use(Player &player)=0