```
sql

    database

- database path
- rc

    connection

- ERROR MESSAGE

    data

+ sql()
+ ~sql()
+ get data()
+ get data()
+ change data()
+ add data()
+ execute guery without
return()
+ execute query with
return()
+ get name from id inventory()
+ get sprite inventory()
and 20 more...
+ get result()
+ set_result()
+ callback()
- check_query_request()
                 -database
              item
    - id
    - sprite
    - texture
    + item()
    + get name()
    + get in game name()
    + get sprite()
```