

## Room

- + Room()
- + Room()
- + setExit()
- + getContainedItems()
- + getItem()
- + hasItem()
- + addItem()
- + removeItem()
- + getShortDescription()
- + getLongDescription()
- + getHumanItemsList()
- + getExit()
- + isExit()
- + getImageName()