```
Baseltem
 # name text
 # texture
 # sprite
 # weight i
 + Baseltem()
 + getSprite()
 + getWeight()
 + set Weight i()
 + setNewTexture()
 + ~BaseItem()
      weapon
+ weapon()
+ operator*()
+ Get damage()
+ Get weight()
+ Get block()
+ Get missing()
+ Get durability()
+ Set_damage()
+ Set weight()
+ Set block()
+ Set missing()
+ Set durability()
+ Get type weapon()
+ Get_Buttons()
```