```
Baseltem
    # name text
    # texture
    # sprite
    # weight i
    + BaseItem()
    + getSprite()
    + getWeight()
    + set Weight i()
    + setNewTexture()
    + ~BaseItem()
          potion
+ potion()
+ Get weight potion()
+ Get regeneration hp()
+ Get number potion()
+ Set new number potion()
+ Get All weight potion()
+ Set new All weight
  potion()
+ add potion()
+ dell potion()
+ Get Buttons()
```