```
Baseltem
  # name text
  # texture
  # sprite
  # weight i
  + Baseltem()
  + getSprite()
  + getWeight()
  + set_Weight_i()
  + setNewTexture()
  + ~BaseItem()
       weapon
  weapon_button

    type

    damage

 weight
 block
 missing
- durability
- weaponTexturePaths
+ 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()
```