class Item:

def \_\_init\_\_(self,name,weight):

self.name = name#Name of item

self.onUse = None#Executed on usage

self.weight = weight

def setOnUse(self,func):

self.onUse = func

def use(self,user):#Use the item. paramaters are the item itself, and the person using them

if (callable(self.onUse)):

self.onUse(self,user)