BaseInventory # maxCap

- + getTotalItemCount()
- + getMaxCapacity()
- + incrementItem()
- + subtractItem()

items

Inventory< Item >

- + Inventory()
- + addItem()
 + addItemNoDupe()
- + removeItem()
- + removeItemNoDupe()
- + getFirstItemIndex()
- + showInventory()
- + operator[]()
- + getItemCount()
- + isFull()
- + ~Inventory()

Inventory< Engimon >

- + Inventory()
- + addItem()
- + addItemNoDupe()
- + removeItem()
 + removeItemNoDupe()
- + getFirstItemIndex()
- + showInventory()
- + operator[]()
- + getItemCount()
- + isFull()
- + ~Inventory()

Inventory<T>

- + Inventory()
- + addItem()
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- + removeItem() + removeItemNoDupe()
- + getFirstItemIndex()
- + showInventory() + operator[]()
- + getItemCount()
- + isFull()
- + ~Inventory()