```
Skill
# name
# basePower
# masteryLevel
# elements
+ Skill()
+ Skill()
+ Skill()
+ operator=()
+ operator==()
+ getName()
+ getBasePower()
+ getMasteryLevel()
+ getElements()
+ setMasteryLevel()
        Item
  + Item()
  + Item()
  + Item()
  + Item()
  + operator=()
  + operator==()
  + getQuantity()
  + setQuantity()
  + learn()
  + showItem()
```