

```
1  #include <string>
2  #include <iostream>
3
4  #include "item.h"
5
6  using namespace std;
7
8  #ifndef MAGICITEM_H
9  #define MAGICITEM_H
10
11 class MagicItem : public Item
12 {
13     public:
14         MagicItem( string name = "magicitem", unsigned int value = 0, string description = "no description", unsigned int
            manaRequired = 0 );
15         virtual ~MagicItem();
16
17         void          setDescription( string description );
18         void          setManaRequired( unsigned int manaRequired );
19
20         string        getDescription();
21         unsigned int  getManaRequired();
22
23         string toString();
24
25     private:
26         string description;
27         unsigned int manaRequired;
28
29 };
30
31 #endif
32
```