

```
1  #include <string>
2  #include <iostream>
3  #include <sstream>
4
5  using namespace std;
6
7  #ifndef ITEM_H
8  #define ITEM_H
9
10 class Item
11 {
12     public:
13         Item( string name = "item", unsigned int value = 0 );
14
15         virtual ~Item();
16
17         void          setName( string name );
18         string        getName();
19
20         void          setValue( unsigned int value );
21         unsigned int  getValue();
22
23         string toString();
24
25     private:
26         string name;
27         unsigned int value;
28 };
29
30 #endif
31
```