

```
1  #include <string>
2  #include <iostream>
3  #include <sstream>
4
5  #include "object.h"
6
7  using namespace std;
8
9  #ifndef ITEM_H
10 #define ITEM_H
11
12 class Item : public Object
13 {
14     public:
15         Item( string name = "item", unsigned int value = 0 );
16
17         virtual ~Item();
18
19         void          setName( string name );
20         string        getName();
21
22         void          setValue( unsigned int value );
23         unsigned int  getValue();
24
25         string virtual toString();
26
27     private:
28         string name;
29         unsigned int value;
30 };
31
32 #endif
33
```