

```
1 #include "item.h"
2
3 Item::Item( string name, unsigned int value )
4 : name( name ), value( value )
5 {
6     /* empty */
7 }
8
9 Item::~Item()
10 {
11     /* empty */
12 }
13
14 void Item::setName( string name )
15 {
16     this->name = name;
17 }
18
19 string Item::getName()
20 {
21     return this->name;
22 }
23
24 void Item::setValue( unsigned int value )
25 {
26     this->value = value;
27 }
28
29 unsigned int Item::getValue()
30 {
31     return this->value;
32 }
33
34 string Item::toString()
35 {
36     stringstream ss;
37     ss << this->getName() << ", $" << this->getValue();
38     return ss.str();
39 }
40
```