

```
1  #include <string>
2
3  #include "item.h"
4
5  using namespace std;
6
7  #ifndef KEYITEM_H
8  #define KEYITEM_H
9
10 class KeyItem : public Item
11 {
12     public:
13         KeyItem( string name = "keyitem", unsigned int value = 0, unsigned int numKeys = 1 );
14         virtual ~KeyItem();
15
16         bool          setKey( unsigned int index, bool value );
17         void          setAllKeys( bool value );
18
19         bool          getKey( unsigned int index ) throw( string );
20         unsigned int  getNumKeys();
21
22         string        toString();
23
24     private:
25         bool* keyGroup;
26         unsigned int numKeys;
27
28 };
29
30 #endif
31
```