es bonn od :	
( noistev tur	
	Check in that classes are a youlf to be settled a few garries of few and that's Residence can also make a few and few
	The real benefits of separating rooms and items in the design can be seen if we change the specification a little: in a further variation of our game, we want to allow not only a single item in each room, but an unlimited number of items. In the design using a separate Item class this is easy: we can create multiple Item objects and store them in a collection of items in the room.
	With the first, naïve approach, this change would be almost impossible to implement.
	esigness, unit a little teacfoxists for me current vetsum at the program. If leats do high exist, then