```cpp
#include <Player.hpp>

CPlayer::CPlayer()
{
  //this->Screen=__framework->Get_Screen();
}

CPlayer::~CPlayer()
{

}

void CPlayer::Set_Health(const unsigned short health)
{
  this->Health=health;
}

void CPlayer::Add_Health(const unsigned short health)
{
  this->Health+=health;
}

void CPlayer::Sub_Health(const unsigned short health)
{
  this->Health-=health;
}

void CPlayer::Set_Shield(const unsigned short shield)
{
  this->Shield=shield;
}

void CPlayer::Add_Shield(const unsigned short shield)
{
  this->Shield+=shield;
}

void CPlayer::Sub_Shield(const unsigned short shield)
{
  this->Shield-=shield;
}

void CPlayer::View_Items()
{
  CConsole outputs;
  ostringstream cast;
  string output;

  cast << this->Health;
  output=cast.str();

  outputs.Get_String("Test", 20, 20, 200, 50);
}
```