

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace Swin_Adventure
8 {
9     internal class Identifiable_Object
10    {
11        // Private field
12        private List<string> _identifiers;
13
14        private const string StudentId = "SWS01358";
15        private const string TutorialId = "2106";
16        private string _StudentIdLast4Digits;
17        //get last 4 digit
18        private void GetLast4Digits()
19        {
20            _StudentIdLast4Digits = StudentId.Substring(StudentId.      ↗
                Length - 4);
21        }
22
23        // Constructor
24        public Identifiable_Object(string[] idents)
25        {
26            _identifiers = new List<string>(idents);
27        }
28
29        // Public method: AreYou
30        public bool AreYou(string id)
31        {
32            return _identifiers.Contains(id.ToLower());
33        }
34
35        // Readonly property: FirstId
36        public string FirstId
37        {
38            get
39            {
40                // Check if the _identifiers list has any elements
41                if (_identifiers.Count > 0)
42                {
43                    // If it does, return the first item in the list
44                    return _identifiers[0];
45                }
46                else
47                {
48                    // If the list is empty, return an empty string
49                    return string.Empty;
50                }
51            }
52        }
53    }
54 }
```

```
53
54     // Public method: AddIdentifier
55     public void AddIdentifier(string id)
56     {
57
58         _identifiers.Add(id.ToLower());
59     }
60
61     // Public method: PrivilegeEscalation
62     public void PrivilegeEscalation(string pin)
63     {
64         if (pin == _StudentIdLast4Digits && _identifiers.Count > 0)
65         {
66             _identifiers[0] = TutorialId.ToLower();
67         }
68     }
69 }
70 }
71
```