```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace _5._2P
8  {
9      public class Bag : Item
10     {
11         private Inventory _inventory;
12
13         public Bag(string[] ids, string name, string description) : base ⮑
             (ids, name, description)
14         {
15             _inventory = new Inventory();
16         }
17
18         public GameObject Locate(string id)
19         {
20             if (AreYou(id))
21             {
22                 return this;
23             }
24             return _inventory.Fetch(id);
25         }
26
27         public string FullDescription
28         {
29             get
30             {
31                 return $"In the {Name} you can see: {string.Join(", ",  ⮑
                   _inventory.ItemList)}"; //add "," between every          ⮑
                   elements
32             }
33         }
34
35         public Inventory Inventory
36             { get { return _inventory; } }
37
38     }
39 }
40
```