```csharp
 1  using System;
 2  using System.Collections.Generic;
 3  using System.IO;
 4  using System.Linq;
 5  using System.Text;
 6  using System.Threading.Tasks;
 7
 8  namespace _9._2C
 9  {
10      public class Location : GameObject, IHaveInventory
11      {
12          private Inventory _inventory;
13          private List<Paths> _paths;
14          public Location(string[] ids, string name, string description) :
               base(ids, name, description)
15          {
16              _inventory = new Inventory();
17              _paths = new List<Paths>();
18          }
19
20          public Inventory Inventory
21          { get { return _inventory; } }
22
23          public GameObject Locate(string id) //the purpose is to return
              the gameobject itself
24          {
25              if (AreYou(id))
26                  {   return this; }
27              return _inventory.Fetch(id);
28
29          }
30
31          public override string FullDescription
32          {
33              get
34              {
35                  return $"In the {Name} you can see: {string.Join(", ",
                     _inventory.ItemList)}";
36              }
37          }
38
39          public void AddPath(Paths path)
40          {
41
42                  _paths.Add(path);
43
44          }
45
46          public Paths GetPath(string direction)
47          {
48              foreach (Paths path in _paths)
49              {
50                  if (path.AreYou(direction))
```

```
51                    {
52                        return path;
53                    }
54                }
55            return null;
56        }
57
58
59        }
60  }
61
```