

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using System.Xml.Linq;
7
8 namespace _6._1P
9 {
10     public class Bag : Item, IHaveInventory
11     {
12         private Inventory _inventory;
13
14         public Bag(string[] ids, string name, string description) : base
15             (ids, name, description)
16         {
17             _inventory = new Inventory();
18         }
19
20         public GameObject Locate(string id)
21         {
22             if (AreYou(id))
23             {
24                 return this;
25             }
26             return _inventory.Fetch(id);
27         }
28
29         public override string FullDescription
30         {
31             get
32             {
33                 return $"In the {Name} you can see: {string.Join(", ",
34                     _inventory.ItemList)}"; //add "," between every
35                     elements
36             }
37         }
38
39         public Inventory Inventory
40         {
41             get { return _inventory; } }
42     }
43 }
```