

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace _6._1P
8 {
9     public interface IHaveInventory
10    {
11        GameObject Locate(string id); //locate item
12        string Name { get; } //a name property
13    }
14 }
15
```