

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace _7._2C
8 {
9     public class Location : GameObject, IHaveInventory
10    {
11        private Inventory _inventory;
12
13        public Location(string[] ids, string name, string description) :
14            base(ids, name, description)
15        {
16            _inventory = new Inventory();
17        }
18
19        public Inventory Inventory
20        { get { return _inventory; } }
21
22        public GameObject Locate(string id) //the purpose is to return
23            the gameobject itself
24        {
25            if (AreYou(id))
26            { return this; }
27            return _inventory.Fetch(id);
28        }
29
30        public override string FullDescription
31        {
32            get
33            {
34                return $"In the {Name} you can see: {string.Join(", ",
35                    _inventory.ItemList)}";
36            }
37        }
38    }
```