

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace _4._2P
8 {
9     public class Inventory
10    {
11        private List<Item> _items = new List<Item>();
12        public Inventory() { }
13        public bool HasItem (string id)
14        {
15            return Fetch(id) != null;
16        }
17        public void Put(Item itm)
18        {
19            _items.Add(itm);
20        }
21        public Item Take(string id)
22        {
23            Item item = Fetch(id);
24            if (item != null)
25            {
26                _items.Remove(item);
27            }
28            return item;
29        }
30
31        public Item Fetch(string id)
32        {
33            foreach (Item item in _items)
34            {
35                if (item.AreYou(id))
36                {
37                    return item;
38                }
39            }
40            return null;
41        }
42
43        public string ItemList
44        {
45            get
46            {
47                string itemList = "";
48                foreach (Item item in _items)
49                {
50                    itemList += "\t" + item.ShortDescription + "\n";
51                }
52                return itemList;
53            }
54        }
55    }
56 }
```

54            }

55

56    }

57    }

58