```
1 using System;
 2 using System.Collections.Generic;
 3 using System.Linq;
 4 using System.Text;
 5 using System.Threading.Tasks;
 7 namespace IdentifiableObject
 8 {
 9
        public class IdentifiableObject
10
        {
            private List<string> _identifiers;
11
12
            public IdentifiableObject(string[] idents)
13
14
            {
                _identifiers = new List<string>();
15
16
                for(int i=0; i<idents.Length; i++)</pre>
17
18
                    _identifiers.Add(idents[i].ToLower());
19
                }
            }
20
21
22
            public bool AreYou(string id)
23
24
                if(_identifiers.Contains(id.ToLower()))
25
26
                    return true;
27
                }
28
                else
29
                    return false;
30
                }
31
            }
32
33
34
            public string FirstId
35
36
                get
37
                {
38
                    if(_identifiers.Count==0)
39
40
                        return "";
41
                    }
42
                    else
43
                    {
44
                        return _identifiers.First();
45
                    }
46
                }
47
            }
48
49
            public void AddIdentifier(string id)
```

```
...in_Adventure\IdentifiableObject\IdentifiableObject.cs
```

```
50
               _identifiers.Add(id.ToLower());
51
            }
52
53
           public void PrivilegeEscalation(string pin)
54
55
56
                if(pin == "6473")
57
                    _identifiers[0] = "6473";
58
59
                }
           }
60
       }
61
62 }
63
```

2