

```
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 IdentifiableObject
9 {
10     public class Player:GameObject, IHaveInventory
11     {
12         private Inventory _inventory;
13
14         public Player(string name, string desc) : base(new string[] {"me", ↗
15             "inventory"}, name, desc)
16         {
17             _inventory = new Inventory();
18         }
19
20         public GameObject Locate(string id)
21         {
22             if (AreYou(id) == true)
23             {
24                 return this;
25             }
26             else
27             {
28                 return _inventory.Fetch(id);
29             }
30         }
31
32         public override string FullDescription
33         {
34             get
35             {
36                 return $"You are ({Name}), ({base.FullDescription}). You ↗
37                     are carrying:\n{_inventory.ItemList}";
38             }
39         }
40
41         public Inventory Inventory
42         {
43             get
44             {
45                 return _inventory;
46             }
47         }
48     }
49 }
```

48 }

49