

```
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         private Locations _location;
14
15         public Player(string name, string desc) : base(new string[] {"me", ↗
16             "inventory"}, name, desc)
17         {
18             _inventory = new Inventory();
19         }
20
21         public GameObject Locate(string id)
22         {
23             if (AreYou(id)==true)
24             {
25                 return this;
26             }
27             else if(_inventory.Fetch(id)!=null)
28             {
29                 return _inventory.Fetch(id);
30             }
31             else if (_location!=null)
32             {
33                 return _location.Locate(id);
34             }
35             else
36             {
37                 return null;
38             }
39         }
40
41         public override string FullDescription
42         {
43             get
44             {
45                 return $"You are ({Name}), ({base.FullDescription}). You ↗
46                     are carrying:\n{_inventory.ItemList}";
47             }
48         }
49     }
50 }
```

```
48
49     public Inventory Inventory
50     {
51         get
52         {
53             return _inventory;
54         }
55     }
56
57     public Locations Location
58     {
59         get
60         {
61             return _location;
62         }
63         set
64         {
65             _location = value;
66         }
67     }
68 }
69 }
70
```