```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace IdentifiableObject
8  {
9      public class Locations:GameObject, IHaveInventory
10     {
11         private Inventory _item_in_location;
12         private List<Path> _paths;
13
14         public Locations(string name, string desc):base(new string[]      ⮡
             {"location"}, name, desc)
15         {
16             _item_in_location = new Inventory();
17             _paths = new List<Path>();
18         }
19
20         public Locations(string name, string desc, List<Path> paths) : this ⮡
             (name, desc)
21         {
22             _paths = paths;
23         }
24
25         public GameObject Locate(string id)
26         {
27             if(AreYou(id))
28             {
29                 return this;
30             }
31             else
32             {
33                 foreach (Path p in _paths)
34                 {
35                     if (p.AreYou(id))
36                     {
37                         return p;
38                     }
39                 }
40                 return _item_in_location.Fetch(id);
41             }
42         }
43
44         public Inventory ItemInLocation
45         {
46             get
47             {
```

```
48                     return _item_in_location;
49               }
50           }
51
52       public override string FullDescription
53       {
54           get
55           {
56               return $"Welcome, {base.FullDescription}\nIn this location  ⮐
                     you can see:\n{ItemInLocation.ItemList} ";
57           }
58       }
59
60       public void AddPath(Path path)
61       {
62           _paths.Add(path);
63       }
64
65
66
67
68       public override string ShortDescription
69       {
70           get
71           {
72               return "You are in a " + Name;
73           }
74       }
75   }
76 }
77
```