```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
13         public Locations(string name, string desc):base(new string[]
             {"location"}, name, desc)
14         {
15             _item_in_location = new Inventory();
16
17         }
18
19         public GameObject Locate(string id)
20         {
21             if(AreYou(id))
22             {
23                 return this;
24             }
25             else
26             {
27                 return _item_in_location.Fetch(id);
28             }
29         }
30
31         public Inventory ItemInLocation
32         {
33             get
34             {
35                 return _item_in_location;
36             }
37         }
38
39         public override string FullDescription
40         {
41             get
42             {
43                 return $"Welcome, {base.FullDescription}\nIn this location
                     you can see:\n{ItemInLocation.ItemList} ";
44             }
45         }
46     }
47 }
```