```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 Inventory
10     {
11         private List<Item> _items;
12
13         public Inventory()
14         {
15             _items = new List<Item>();
16         }
17
18         public bool HasItem(string id)
19         {
20             foreach (Item i in _items)
21             {
22                 if (i.AreYou(id))
23                 {
24                     return true;
25                 }
26             }
27             return false;
28         }
29
30         public void Put(Item itm)
31         {
32             _items.Add(itm);
33         }
34
35         public Item Take(string id)
36         {
37             Item take_item = this.Fetch(id);
38             _items.Remove(take_item);
39             return take_item;
40         }
41
42         public Item Fetch(string id)
43         {
44             foreach (Item i in _items)
45             {
46                 if(i.AreYou(id))
47                 {
48                     return i;
49                 }
```

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50                 }
51                 return null;
52             }
53
54         public string ItemList
55         {
56             get
57             {
58                 string item_list = "";
59                 foreach (Item i in _items)
60                 {
61                     item_list = item_list + i.ShortDescription + "\n";
62                 }
63                 return item_list;
64             }
65         }
66     }
67 }
68
```