

```
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 Bag:Item
10    {
11        private Inventory _inventory;
12
13        public Bag(string[] ids, string name, string desc): base(ids, name, ↗
            desc)
14        {
15            _inventory = new Inventory();
16        }
17
18        public GameObject Locate(string id)
19        {
20            if(AreYou(id)==true)
21            {
22                return this;
23            }
24            else
25            {
26                return _inventory.Fetch(id);
27            }
28            return null;
29        }
30
31        public string FullDescription
32        {
33            get
34            {
35                return $"In the {this.Name} you can see:\n ↗
                    {_inventory.ItemList}";
36            }
37        }
38
39        public Inventory Inventory
40        {
41            get
42            {
43                return _inventory;
44            }
45        }
46    }
47 }
```