

```
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, IHaveInventory
10    {
11        private Inventory _inventory;
12
13        public Bag(string[] ids, string name, string desc): base(ids, name,
14            desc)
15        {
16            _inventory = new Inventory();
17        }
18
19        public GameObject Locate(string id)
20        {
21            if(AreYou(id)==true)
22            {
23                return this;
24            }
25            else
26            {
27                return _inventory.Fetch(id);
28            }
29            return null;
30        }
31
32        public string FullDescription
33        {
34            get
35            {
36                return $"In the {this.Name} you can see:\n
37                    {_inventory.ItemList}";
38            }
39        }
40
41        public Inventory Inventory
42        {
43            get
44            {
45                return _inventory;
46            }
47        }
48    }
```