

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace Iteration3
8 {
9     public class Bag : Item
10    {
11        private Inventory _inventory;
12        public Bag(string[] ids, string name, string desc):base(ids, name,
13            desc)
14        {
15            _inventory = new Inventory();
16        }
17        public GameObject Locate(string id)
18        {
19            if (AreYou(id))
20            {
21                return this;
22            }
23            else if (_inventory.HasItem(id))
24            {
25                return _inventory.Fetch(id);
26            }
27            else
28            {
29                return null;
30            }
31        }
32        public override String FullDescription
33        {
34            get
35            {
36                return $"{this.name}, containing:\n" + _inventory.ItemList;
37            }
38        }
39
40        public Inventory Inventory
41        {
42            get { return _inventory; }
43        }
44    }
45 }
46
```