

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace Iteration4
8 {
9     public interface IHaveInventory
10    {
11        public string name
12        {
13            get;
14        }
15        public GameObject Locate(string id);
16    }
17 }
18
19
```