```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 Iteration4
 8  {
 9      public class Bag : Item, IHaveInventory
10      {
11          private Inventory _inventory;
12          public Bag(string[] ids, string name,string desc):base(ids, name,  ⮡
             desc)
13          {
14              _inventory = new Inventory();
15          }
16          public GameObject Locate(string id)
17          {
18                  if (AreYou(id))
19                  {
20                      return this;
21                  }
22                  else
23                  {
24                      return _inventory.Fetch(id);
25                  }
26              }
27          public override string FullDescription
28          {
29              get
30              {
31                  return $"In the {this.name} you can see:\n" +              ⮡
                     _inventory.ItemList;
32
33              }
34          }
35
36          public Inventory Inventory
37          {
38              get { return _inventory; }
39          }
40      }
41  }
42
```