

```
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 Inventory
10    {
11        private List<Item> _items;
12        public Inventory()
13        {
14            _items = new List<Item>();
15        }
16        public bool HasItem(string id)
17        {
18            foreach (var item in _items)
19            {
20                if (item.AreYou(id))
21                {
22                    return true;
23                }
24            }
25            return false;
26        }
27        public void Put(Item i)
28        {
29            _items.Add(i);
30        }
31        public Item Take(string id)
32        {
33            foreach (var item in _items)
34            {
35                if (item.AreYou(id))
36                {
37                    _items.Remove(item);
38                    return item;
39                }
40            }
41            return null;
42        }
43        public Item Fetch(string id)
44        {
45            foreach (var item in _items)
46            {
47                if (item.AreYou(id))
48                {
49
```

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50         return item;
51     }
52 }
53 }
54     return null;
55 }
56 public string ItemList
57 {
58     get
59     {
60         string listItem = "";
61         foreach (Item i in _items)
62         {
63             listItem = listItem + i.ShortDescription + "\n";
64         }
65         return listItem;
66     }
67 }
68 }
69 }
70
71
72
73
```