

```
1 using System;
2 using System.Collections.Generic;
3 using System.Diagnostics;
4 using System.Linq;
5 using System.Text;
6 using System.Threading.Tasks;
7
8 namespace Iteration2
9 {
10     public class Inventory
11     {
12         private List<Item> _items;
13         public Inventory()
14         {
15             _items = new List<Item>();
16         }
17         public bool HasItem(string id)
18         {
19             foreach (var item in _items)
20             {
21                 if (item.AreYou(id))
22                 {
23                     return true;
24                 }
25             }
26             return false;
27         }
28         public void Put(Item i)
29         {
30             _items.Add(i);
31         }
32         public Item Take(string id)
33         {
34             foreach (var item in _items)
35             {
36                 if (item.AreYou(id))
37                 {
38                     _items.Remove(item);
39                     return item;
40                 }
41             }
42             return null;
43         }
44         public Item Fetch(string id)
45         {
46             foreach (var item in _items)
47             {
48                 if (item.AreYou(id))
```

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

```