```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 Iteration5
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
```