```csharp
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Iteration5
{
    public class Inventory
    {
        private List<Item> _items = new List<Item>();
        public Inventory()
        {

        }
        public bool HasItem(string id)
        {
            foreach (var item in _items)
            {
                if (item.AreYou(id))
                {
                    return true;
                }
            }
            return false;
        }
        public void Put(Item i)
        {
            _items.Add(i);
        }
        public Item Take(string id)
        {
            foreach (var item in _items)
            {
                if (item.AreYou(id))
                {
                    _items.Remove(item);
                    return item;
                }

            }
            return null;
        }
        public Item Fetch(string id)
        {
            foreach (var item in _items)
            {
                if (item.AreYou(id))
                {
```

```
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
```