

```
1  namespace Iteration1
2  {
3      public class Location : GameObject, IHaveInventory
4      {
5          private Inventory _inventory;
6
7          public Location(string[] ids, string name, string desc) : base(ids, name, desc)
8          {
9              _inventory = new Inventory();
10         }
11
12         public GameObject Locate(string id)
13         {
14             if (AreYou(id))
15             {
16                 return this;
17             }
18             else if (_inventory.HasItem(id))
19             {
20                 return _inventory.Fetch(id);
21             }
22             else
23             {
24                 return null;
25             }
26         }
27
28         public Inventory Inventory
29         {
30             get => _inventory;
31         }
32     }
33 }
34 }
```