

```
1  using System;
2  using System.Collections.Generic;
3  using System.Data;
4  using System.IO.Pipes;
5  using System.Linq;
6  using System.Text;
7  using System.Threading.Tasks;
8
9  namespace Iteration1
10 {
11     public class Inventory
12     {
13         private List<Item> _items;
14
15         public Inventory()
16         {
17             _items = new List<Item>();
18         }
19
20         public bool HasItem(string id)
21         {
22             foreach (Item item in _items)
23             {
24                 if (item.AreYou(id))
25                 {
26                     return true;
27                 }
28             }
29             return false;
30         }
31
32         public void Put(Item item)
33         {
34             _items.Add(item);
35         }
36
37         public Item Fetch(string id)
38         {
39             foreach (Item item in _items)
40             {
41                 if (item.AreYou(id))
42                 {
43                     return item;
44                 }
45             }
46             return null;
47         }
48
49         public Item Take(string id)
```

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