

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace Iteration1
8 {
9     public class Bag : Item
10    {
11        private Inventory _inventory;
12
13        public Bag(string[] ids, string name, string desc) : base(ids, name, desc)
14        {
15            _inventory = new Inventory();
16        }
17
18        public GameObject Locate(string id)
19        {
20            if (AreYou(id))
21            {
22                return this;
23            }
24            else if (_inventory.HasItem(id))
25            {
26                return _inventory.Fetch(id);
27            }
28            return null;
29        }
30
31        public override string FullDescription
32        {
33            get
34            {
35                string description = null;
36                description += $"In the {this.Name} you can see:\n";
37                description += _inventory.ItemList;
38                return description;
39            }
40        }
41
42        public Inventory Inventory
43        {
44            get => _inventory;
45        }
46    }
47 }
48
```