

```
1  using System;
2  using System.Collections.Generic;
3  using System.ComponentModel;
4  using System.Linq;
5  using System.Reflection.Metadata.Ecma335;
6  using System.Text;
7  using System.Threading.Tasks;
8
9  namespace Iteration1
10 {
11     public class Location : GameObject, IHaveInventory
12     {
13         private Inventory _inventory;
14         private Dictionary<string, Path> _paths;
15
16         public Location(string[] ids, string name, string desc) : base(ids, name, desc)
17         {
18             _inventory = new Inventory();
19             _paths = new Dictionary<string, Path>();
20         }
21
22         public GameObject Locate(string id)
23         {
24             if (AreYou(id))
25             {
26                 return this;
27             }
28             else if (_inventory.HasItem(id))
29             {
30                 return _inventory.Fetch(id);
31             }
32
33             foreach (Path p in _paths.Values)
34             {
35                 if (p.AreYou(id))
36                 {
37                     return p;
38                 }
39             }
40
41             return null;
42         }
43
44         public void AddPath(Path path)
45         {
46             string direction = path.Direction;
47             _paths.Add(direction, path);
48         }
}
```

```
49      public Dictionary<string, Path> Paths
50      {
51          get => _paths;
52      }
53
54      public Inventory Inventory
55      {
56          get => _inventory;
57      }
58
59      public string Description
60      {
61          get => base.FullDescription;
62      }
63  }
64 }
65 }
66 }
```