

```
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      interface IHaveInventory
10     {
11         GameObject Locate(string id);
12
13         string Name
14         {
15             get => Name;
16         }
17     }
18 }
19
```