

```
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 itm in _items)
23             {
24                 if (itm.AreYou(id))
25                 {
26                     return true;
27                 }
28             }
29             return false;
30         }
31
32         public void Put(Item itm)
33         {
34             _items.Add(itm);
35         }
36
37         public Item Fetch(string id)
38         {
39             foreach (Item itm in _items)
40             {
41                 if (itm.AreYou(id))
42                 {
43                     return itm;
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 itm in _items)
62             {
63                 list += "    " + itm.ShortDescription + "\n";
64             }
65             return list;
66         }
67     }
68
69 }
70 }
71
```