```csharp
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, IHaveInventory
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 string Name
32         {
33             get => base.Name;
34         }
35
36         public override string FullDescription
37         {
38             get
39             {
40                 string description = null;
41                 description += $"In the {this.Name} you can see:\n";
42                 description += _inventory.ItemList;
43                 return description;
44             }
45         }
46
47         public Inventory Inventory
48         {
```

```
49              get => _inventory;
50          }
51      }
52  }
```