

```
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
```