

```
1 namespace Iteration1
2 {
3     public class Location : GameObject, IHaveInventory
4     {
5         private Inventory _inventory;
6
7         public Location(string[] ids, string name, string desc) : base(ids, ↵
            name, desc)
8         {
9             _inventory = new Inventory();
10        }
11
12        public GameObject Locate(string id)
13        {
14            if (AreYou(id))
15            {
16                return this;
17            }
18            else if (_inventory.HasItem(id))
19            {
20                return _inventory.Fetch(id);
21            }
22            else
23            {
24                return null;
25            }
26        }
27
28        public Inventory Inventory
29        {
30            get => _inventory;
31        }
32    }
33 }
34
```