

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace SwinAdventure
8 {
9     public class Inventory
10    {
11        List<Item> _items;
12
13        public Inventory()
14        {
15            _items = new List<Item>();
16        }
17
18        public bool HasItem(string id)
19        {
20            foreach (Item i in _items)
21            {
22                if (i.AreYou(id))
23                {
24                    return true;
25                }
26            }
27            return false;
28        }
29
30        public void Put(Item itm)
31        {
32            _items.Add(itm);
33        }
34
35        public Item? Take(string id)
36        {
37            Item? t = null;
38            foreach (Item i in _items)
39            {
40                if (i.AreYou(id))
41                {
42                    t = i;
43                    _items.Remove(i);
44                    return t;
45                }
46            }
47            return t;
48        }
49    }
```

```
50     public Item? Fetch(string id)
51     {
52         Item? t = null;
53         foreach (Item i in _items)
54         {
55             if (i.AreYou(id))
56             {
57                 return i;
58             }
59         }
60         return t;
61     }
62
63     public string ItemList
64     {
65         get
66         {
67             string list = "";
68             foreach (Item i in _items)
69             {
70                 list += "\t" + i.ShortDescription + "\n";
71             }
72             return list;
73         }
74     }
75 }
76 }
77
```