

```
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 Bag : Item
10    {
11        Inventory _inventory = new Inventory();
12
13        public Bag(string[] ids, string name, string desc) : base(ids, name, desc)
14        {
15        }
16
17        public GameObject Locate(string id)
18        {
19            if (AreYou(id))
20            {
21                return this;
22            }
23            return _inventory.Fetch(id);
24        }
25
26        public string FullDescription
27        {
28            get
29            {
30                return "In the " + Name + " you can see:\n" +
31                    _inventory.ItemList;
32            }
33        }
34
35        public Inventory Inventory
36        {
37            get
38            {
39                return _inventory;
40            }
41        }
42    }
43 }
```