

```
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 Locations : GameObject, IHaveInventory
10    {
11        private Inventory _inventory;
12
13        public Locations(string[] ids, string name, string desc) : base
14            (ids, name, desc)
15        {
16            _inventory = new Inventory();
17        }
18
19        public GameObject? Locate(string id)
20        {
21            if (AreYou(id))
22            {
23                return this;
24            }
25            return _inventory.Fetch(id);
26        }
27
28        public override string FullDescription
29        {
30            get
31            {
32                return "You are in the " + Name + ".\n" + "You can see:\n"
33                    + _inventory.ItemList;
34            }
35        }
36
37        public Inventory Inventory
38        {
39            get
40            {
41                return _inventory;
42            }
43        }
44    }
```