

```
1 namespace Tool_Tracker.Models;
2
3 public class Tool
4 {
5     public int Id { get; set; }
6     public string Name { get; set; }
7
8     public Level Level { get; set; }
9
10    public List<Game> Games { get; set; }
11
12    public Tool(int id, string name)
13    {
14        Id = id;
15        Name = name;
16    }
17
18
19    public Tool(List<Game> games, int id, string name) : this(id, name)
20    {
21        Games = games;
22    }
23
24
25    public void AddGame(Game game) => Games.Add(game);
26
27    private string GamesString()
28    {
29        string gamesString = string.Empty;
30        foreach (Game game in Games.SkipLast(1))
31        {
32            gamesString += game.ToString() + ", ";
33        }
34        gamesString += Games.TakeLast(1).ToString();
35        return gamesString;
36    }
37
38    public override string ToString()
39    {
40        return $"{Name} is in games:{GamesString}";
41    }
42 }
43
```