

```
1 using System.ComponentModel;
2 using System.Runtime.CompilerServices;
3
4 namespace Tool_Tracker.Models;
5
6 public class Game
7 {
8     public int Id { get; set; }
9
10    public string Name { get; set; }
11
12    public string Description { get; set; }
13
14    public List<Tool> Tools { get; set; }
15
16    public Game(int id, string name, string description)
17    {
18        Id = id;
19        Name = name;
20        Description = description;
21    }
22
23
24    public Game(List<Tool> tools, int id, string name, string      ↗
25        description): this(id, name, description)
26    {
27        Tools = tools;
28    }
29
30    public void AddTool(Tool tool) => Tools.Add(tool);
31
32    private string ToolsString()
33    {
34        string toolsString = string.Empty;
35        foreach (Tool tool in Tools.SkipLast(1))
36        {
37            toolsString += tool.ToString() + ", ";
38        }
39        toolsString += Tools.TakeLast(1).ToString();
40        return toolsString;
41    }
42
43    public override string ToString()
44    {
45        return $"{Name} has tools:{ToolsString}";
46    }
47
48 }
49
```