

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

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50         }
51     }
52     return null;
53 }
54
55 public string ItemList
56 {
57     get
58     {
59         List<string> ItemListString = new List<string>();
60         foreach (Item i in _items)
61         {
62             ItemListString.Add(i.ShortDescription);
63         }
64         return String.Join("\n", ItemListString);
65     }
66 }
67 }
68
69
```