

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using System.Xml.Linq;
7
8 namespace SwinAdventure
9 {
10     public class Bag : Item, IHaveInventory
11     {
12         private Inventory _inventory;
13
14         public Bag(string[] ids, string name, string desc) : base(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             else if (_inventory.HasItem(id))
26             {
27                 return _inventory.Fetch(id);
28             }
29             else
30             {
31                 return null;
32             }
33         }
34
35         public override string FullDescription
36         {
37             get
38             {
39                 return $"In {Name} you can see:\n" + _inventory.ItemList;
40             }
41         }
42
43         public Inventory Inventory
44         {
45             get
46             {
47                 return _inventory;
48             }
49         }
50     }
51 }
```

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49         }  
50     }  
51 }  
52
```