

```
1 using System;
2 using System.Collections.Generic;
3 using System.ComponentModel;
4 using System.Linq;
5 using System.Text;
6 using System.Threading.Tasks;
7 using System.Xml.Linq;
8
9 namespace SwinAdventure
10 {
11     public class Bag : Item, IHaveInventory
12     {
13         private Inventory _inventory;
14
15         public Bag(string[] ids, string name, string desc) : base(ids, name, desc)
16         {
17             _inventory = new Inventory();
18         }
19
20         public GameObject Locate(string id)
21         {
22             if (AreYou(id))
23             {
24                 return this;
25             }
26             else if (_inventory.HasItem(id))
27             {
28                 return _inventory.Fetch(id);
29             }
30             else
31             {
32                 return null;
33             }
34         }
35
36         public override string FullDescription
37         {
38             get
39             {
40                 return $"{base.FullDescription}\nIn {Name} you can see:\n"
41                     + _inventory.ItemList;
42             }
43         }
44
45         public Inventory Inventory
46         {
47             get
```

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```
48         return _inventory;
49     }
50 }
51 }
52 }
53
```