

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