

```
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 IdentifiableObject //change from internal to public
11     {
12         //Attributes
13         private List<string> _identifiers = new List<string>();
14         //Constructor & Methods
15         public IdentifiableObject(string[] idents)
16         {
17             foreach (string ident in idents)
18             {
19                 _identifiers.Add(ident.ToLower());
20             }
21         }
22         public bool AreYou(string id)
23         {
24             return _identifiers.Contains(id.ToLower());
25         }
26         public string FirstId
27         {
28             get
29             {
30                 if (_identifiers.Count > 0)
31                 {
32                     return _identifiers.First();
33                 }
34                 else
35                 {
36                     return "";
37                 }
38             }
39         }
40         public void AddIdentifier(string id)
41         {
42             _identifiers.Add(id.ToLower());
43         }
44         public void PrivilegeEscalation(string pin)
45         {
46             string studentID = "105565520";
47             if (pin == studentID)
48             {
49                 _identifiers[0] = "COS20007";
```

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50         }  
51     }  
52 }  
53 }  
54
```