

```
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, IHaveInventory
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)) // Checks if the bag itself is being looked at
23             {
24                 return this;
25             }
26             return _inventory.Fetch(id); // Should correctly fetch item      ↗
27             from bag's inventory
28         }
29         public override string FullDescription
30         {
31             get
32             {
33                 return $"In {Name} you can see:\n{Inventory.ItemList}";
34             }
35         }
36         public Inventory Inventory
37         {
38             get
39             {
40                 return _inventory;
41             }
42         }
43     }
44 }
```