```
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 Inventory
11
            public IEnumerable<Item> Items => _items;
12
13
            //Attributes
            private List<Item> _items;
14
            //Constructor & Methods
15
16
            public Inventory()
17
            {
18
                _items = new List<Item>();
19
            public bool HasItem(string id)
20
21
                foreach (Item item in _items)
22
23
24
                    if (item.AreYou(id))
25
26
                        return true;
27
                    }
28
29
                return false;
30
            }
            public void Put(Item item)
31
32
            {
33
                _items.Add(item);
34
35
            public Item Take(string id)
36
37
                Item itemToTake = null;
38
                foreach (Item item in _items)
39
                    if (item.AreYou(id))
40
41
42
                        itemToTake = item;
43
                        break;
44
                    }
45
                }
46
                if (itemToTake != null)
47
48
49
                    _items.Remove(itemToTake);
```

```
...ercises\7.2C\SwinAdventure\SwinAdventure\Inventory.cs
```

```
2
```

```
50
                    return itemToTake;
51
52
                return null;
53
54
            public Item Fetch(string id)
55
                // THIS IS THE CRUCIAL CHANGE:
56
57
                // It should find the item without removing it.
58
                foreach (Item item in _items)
59
                    if (item.AreYou(id))
60
61
62
                        return item; // Found the item, return it
63
                    }
64
                }
65
                return null; // Item not found
66
67
            public string ItemList
68
            {
69
                get
70
                {
71
                    string itemList = "";
                    foreach (Item item in _items)
72
73
                        itemList += item.ShortDescription + "\n";
74
75
76
                    return itemList;
77
                }
78
            }
79
        }
80 }
```