

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace SwinAdventure
{
    //Change from internal to public
    public class Inventory
    {
        private List<Item> _items;
        public Inventory()
        {
            _items = new List<Item>();
        }
        public bool HasItem(string id)
        {
            foreach (Item item in _items)
            {
                if (item.AreYou(id))
                {
                    return true;
                }
            }
            return false;
        }
        public void Put(Item item)
        {
            _items.Add(item);
        }
        public Item Fetch(string id)
        {
            foreach (Item item in _items)
            {
                if (item.AreYou(id))
                {
                    return item;
                }
            }
            return null;
        }
        public Item Take(string id)
        {
            Item TakeItem = Fetch(id);
            _items.Remove(TakeItem);
            return TakeItem;
        }
        public string ItemList
```

```
{
    get
    {
        string ListItem = "";
        foreach (Item item in _items)
        {
            ListItem = ListItem + item.ShortDescription + "\n";
        }
        return ListItem;
    }
}
```