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

```
50                    return itemToTake;
51                }
52            return null;
53        }
54        public Item Fetch(string id)
55        {
56            // THIS IS THE CRUCIAL CHANGE:
57            // It should find the item without removing it.
58            foreach (Item item in _items)
59            {
60                if (item.AreYou(id))
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 = "";
72                foreach (Item item in _items)
73                {
74                    itemList += item.ShortDescription + "\n";
75                }
76                return itemList;
77            }
78        }
79    }
80 }
```