```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             foreach (Item item in _items)
38             {
39                 if (item.AreYou(id))
40                 {
41                     _items.Remove(item);
42                     return item;
43                 }
44             }
45             return null;
46         }
47         public Item Fetch(string id)
48         {
49             return Take(id);
```

```csharp
50            }
51        public string ItemList
52        {
53            get
54            {
55                string itemList = "";
56                foreach (Item item in _items)
57                {
58                    itemList += item.ShortDescription + "\n";
59                }
60                return itemList;
61            }
62        }
63    }
64 }
65
```