```
...ly_exercises\9.2C\SwinAdventure\SwinAdventure\Item.cs
```

17 } 18

```
1
 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 Item : GameObject
11
           public Item(string[] ids, string name, string desc) : base(ids,
12
             name, desc)
13
           {
14
15
           }
       }
16
```