```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 Location : GameObject, IHaveInventory
11     {
12         //Attributes
13         private Inventory _inventory;
14         //Constructor and methods
15         public Location(string name, string desc) : base(new string[]
             { "location" }, name, desc)
16         {
17             _inventory = new Inventory();
18         }
19         public GameObject Locate(string id)
20         {
21             if (AreYou(id))
22                 return this;
23             foreach (var item in _inventory.Items)
24             {
25                 if (item.AreYou(id))
26                     return item;
27             }
28             return null;
29         }
30         public override string FullDescription
31         {
32             get
33             {
34                 return $"{Name}, You are in {base.FullDescription}\nItems
                   that available here:\n{_inventory.ItemList}";
35             }
36         }
37
38         public Inventory Inventory
39         {
40             get { return _inventory; }
41         }
42         string IHaveInventory.Name => this.Name;
43     }
44 }
45
```