

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace SwinAdventure
8 {
9     public class IdentifiableObject
10    {
11        private List<string> _identifiers;
12
13        public string FirstID
14        {
15            get
16            {
17                if (_identifiers.Count > 0)
18                {
19                    return _identifiers[0];
20                }
21                else
22                {
23                    return "";
24                }
25            }
26        }
27
28        public IdentifiableObject(string[] idents)
29        {
30            _identifiers = new List<string>();
31            for (int i = 0; i < idents.Length; i++)
32            {
33                _identifiers.Add(idents[i].ToLower());
34            }
35        }
36
37        public bool AreYou(string id)
38        {
39            bool result = false;
40
41            foreach (string ident in _identifiers)
42            {
43                if (ident == id.ToLower())
44                {
45                    result = true;
46                    break;
47                }
48            }
49        }
```

```
50         return result;
51     }
52
53     public void AddIdentifier(string id)
54     {
55         _identifiers.Add(id.ToLower());
56     }
57 }
58 }
59
```