```
 1  namespace SwinAdventure
 2  {
 3      internal class Program
 4      {
 5          static void Main(string[] args)
 6          {
 7              IdentifiableObject id = new IdentifiableObject(new string[]    ⮎
                  { "id1", "id2" });    // Example of Identifiable Object
 8          }
 9      }
10  }
11
```