

```
using System;  
using System.Text;
```

```
public class Phone
```

```
{
```

```
    // Define a static array to map numbers to letters, as seen on old phone keypads
```

```
    private static readonly string[] KeyPad =
```

```
    {
```

```
        "", // 0
```

```
        "", // 1
```

```
        "ABC", // 2
```

```
        "DEF", // 3
```

```
        "GHI", // 4
```

```
        "JKL", // 5
```

```
        "MNO", // 6
```

```
        "PQRS", // 7
```

```
        "TUV", // 8
```

```
        "WXYZ" // 9
```

```
    };
```

```
    public static string OldPhonePad(string input)
```

```
    {
```

```
        List<char> result = new List<char>(); // Create a list to store the resulting characters
```

```
        int i = 0; // Initialize a counter for input string processing
```

```
        while (i < input.Length) // Loop through each character in the input string
```

```
        {
```

```
            char currentChar = input[i]; // Get the current character
```

```

if (currentChar == '#') // If character is '#', stop processing
{
    break; // End input
}

else if (currentChar == '*') // If character is '*', remove last character from result list
{
    if (result.Count > 0) // Ensure there's something to remove
    {
        result.RemoveAt(result.Count - 1); // Remove last added character
    }

    i++; // Move to next character
}

else if (char.IsDigit(currentChar) && currentChar >= '2' && currentChar <= '9') // Check if
character is a valid digit between 2 and 9
{
    int count = 1; // Start counting the number of times a digit is pressed

    while (i + 1 < input.Length && input[i + 1] == currentChar) // Check if next character is same
as current
    {
        count++; // Increase the press count

        i++; // Move to the next character
    }

    string letters = KeyPad[currentChar - '0']; // Get the corresponding letters for the number
pressed

    if (letters.Length > 0) // Check if there are letters mapped for the number
    {
        int index = 0; // Initialize index for selecting the letter

        while (count > letters.Length) // If presses exceed available letters, cycle around
        {

```

```

        count -= letters.Length; // Wrap around the count
    }

    index = count - 1; // Adjust the index to match the count
    result.Add(letters[index]); // Add the selected letter to result list
}

i++; // Move to next character
}

else // If the character is invalid, just skip it
{
    i++; // Move to the next character
}
}

return new string(result.ToArray()); // Return the result as a string
}

public static void Main()
{
    Console.WriteLine(OldPhonePad("33#")); // Output: E
    Console.WriteLine(OldPhonePad("227*#")); // Output: B
    Console.WriteLine(OldPhonePad("4433555 555666#")); // Output: HELLO
    Console.WriteLine(OldPhonePad("8 88777444666*664#")); // Output: WELCOME
}
}

```