```
NAME: DHARUNYA
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using System;
using System. Diagnostics;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System. Threading. Tasks;
namespace demo
   enum Brands
  {
    Dell,
    HP,
    Lenovo
  struct Laptop
    public string serial_num;
    public int price;
    public Brands brand;
    public Laptop(string _serial_num, int _price, Brands _brand)
       serial_num = _serial_num;
       price = _price;
       brand = _brand;
    }
  class Program
```

static int totalPrice(List<Laptop> laptops)

int sum = 0;

return sum;

foreach (var I in laptops)

sum += I.price;

```
static void Main(string[] args)
     {
       Laptop I1 = new Laptop("12345", 50000, Brands.Dell);
       Debug.WriteLine("Laptop serial: "+I1.serial num+" price:" +I1.price+" brand:"+ I1.brand);
       Laptop I2 = new Laptop("67890", 70000, Brands.HP);
       Debug.WriteLine("Laptop serial: " + I2.serial num + " price:" + I2.price + " brand:" +
l2.brand);
       Laptop I3 = new Laptop ("99999", 60000, Brands. Lenovo);
       Debug.WriteLine("Laptop serial: " + I3.serial_num + " price:" + I3.price + " brand:" +
I3.brand);
       List<Laptop> alllap = new List<Laptop>();
       alllap.Add(I1);
       alllap.Add(I2);
       alllap.Add(I3);
       Debug.WriteLine("total price: "+ totalPrice(alllap));
       Func<List<Laptop>, int> count = list => list.Count;
       Debug.WriteLine("total count: " + count(alllap));
       var max = alllap.Max(v => v.price);
       Debug.WriteLine("Maximum price " + max);
       var min = alllap.Min(v => v.price);
       Debug.WriteLine("Minimum price " + min);
       var sum = alllap.Sum(v => v.price);
       Debug.WriteLine("sum of price " + sum);
    }
  }
}
Output:
Laptop serial: 12345 price:50000 brand:Dell
Laptop serial: 67890 price:70000 brand:HP
Laptop serial: 99999 price:60000 brand:Lenovo
total price: 180000
total count: 3
Maximum price 70000
Minimum price 50000
sum of price 180000
```