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```
using Newtonsoft.Json;
using System.Collections.Concurrent;
using System.Xml;

namespace RepositoryManager
{
    public class Class1
    {
        private readonly ConcurrentDictionary<string, RepositoryItem> _repository;
        private bool _initialized;
        private static readonly object _lock = new object();

        public Class1()
        {
            _repository = new ConcurrentDictionary<string, RepositoryItem>();
            _initialized = false;
            Init();
        }

        // Represents a repo(db) with content and type
        private class RepositoryItem
        {
            public string Content { get; }
            public int Type { get; }

            public RepositoryItem(string content, int type)
            {
                Content = content;
                Type = type;
            }
        }

        // Ensures repository initialization happens only once
    }
}
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public void Init()
{
    if (!_initialized)
    {
        lock (_lock)
        {
            if (!_initialized)
            {
                _initialized = true;
            }
        }
    }
}

// Registers an item into the repository with validation
public void Register(string itemName, string itemContent, int itemType)
{
    Validate(itemContent, itemType); // Validate the content based on the type

    var newItem = new RepositoryItem(itemContent, itemType);

    // Prevent overwriting existing items
    if (!_repository.TryAdd(itemName, newItem))
    {
        throw new InvalidOperationException($"Item with name '{itemName}' already exists.");
    }
}

// Retrieves an item's content from the repository
public string Retrieve(string itemName)
{
    if (_repository.TryGetValue(itemName, out var item))
    {
        return item.Content;
    }
    throw new KeyNotFoundException($"Item with name '{itemName}' not found.");
}

// Retrieves the type of an item (JSON or XML)
public int GetType(string itemName)

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{
    itemName = itemName.Trim(); // Remove leading/trailing whitespaces

    // Check if it's JSON (object or array)
    if ((itemName.StartsWith("{") && itemName.EndsWith("}")) || // Object
        (itemName.StartsWith("[") && itemName.EndsWith("]"))) // Array
    {
        return 1; // JSON type
    }
    // Check if it's XML
    else if (itemName.StartsWith("<") && itemName.EndsWith(">"))
    {
        return 2; // XML type
    }
    else
    {
        throw new InvalidDataException("Item content is neither JSON nor XML.");
    }
}

// Removes an item from the repository
public void Deregister(string itemName)
{
    if (!_repository.TryRemove(itemName, out _))
    {
        throw new KeyNotFoundException($"Item with name '{itemName}' not found or could not be removed.");
    }
}

// Validates item content based on the item type (logic should be implemented)
public void Validate(string itemContent, int itemType)
{
    if (itemType == 1)
    {
        try
        {
            // Attempt to parse the JSON content
            var parsedJson = JsonConvert.DeserializeObject(itemContent.Trim());
            if (parsedJson == null)

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        {
            throw new FormatException("JSON content is invalid.");
        }
    }
    catch (Newtonsoft.Json.JsonException ex)
    {
        throw new FormatException("Invalid JSON format.", ex);
    }
}
else if (itemType == 2)
{
    try
    {
        // Attempt to load the XML content
        var xmlDoc = new XmlDocument();
        xmlDoc.LoadXml(itemContent.Trim()); // This will throw if the XML is invalid
    }
    catch (XmlException ex)
    {
        throw new FormatException("Invalid XML format.", ex);
    }
}
else
{
    throw new ArgumentException("Invalid item type provided.");
}
}
}
}

```

<https://github.com/DoomedMean/Company-Test/tree/main/Formatrix>