using System;

using System.Collections;

using System.Collections.Generic;

using System.IO;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp3

{

#region Standart Interfaces

class Student : IComparable<Student>

{

public int Age { get; set; }

public double Score { get; set; }

public int CompareTo(Student other)

{

if (Age > other.Age)

{

return -1;

}

else if (Age < other.Age)

{

return 1;

}

else

return 0;

}

public override string ToString()

{

return $"Age : {Age} Score : {Score} ";

}

}

class Auditory : IEnumerable,IDisposable

{

public List<Student> Students { get; set; }

public void Dispose()

{

Console.WriteLine("File closed");

Console.WriteLine("I disposed object from RAM");

}

public IEnumerator GetEnumerator()

{

return Students.GetEnumerator();

}

}

public class Program

{

static void Main(string[] args)

{

// List<Student> students = new List<Student>

//{

// new Student{Age=23,Score=98.5},

// new Student{Age=19,Score=55.67},

// new Student{Age=36,Score=77.88}

//};

// Auditory auditory=new Auditory();

// auditory.Students = students;

// foreach (var s in auditory)

// {

// Console.WriteLine(s);

// }

//students.Sort();

//foreach (var s in students)

//{

// Console.WriteLine(s);

//}

//StreamWriter sw = new StreamWriter("myfile.txt");

//try

//{

// sw.WriteLine("Salam Salam");

//}

//catch (Exception)

//{

//}

//finally

//{

// sw.Close();

// sw.Dispose();

//}

//using (var sw=new StreamWriter("myfile.txt"))

//{

// sw.WriteLine("Salam");

//}

//using (var auditory=new Auditory())

//{

//}

}

}

#endregion

}