using System;

using System.Collections.Generic;

using System.Globalization;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace String\_class

{

public class Program

{

static void Main(string[] args)

{

//double amount = 1234.95;

//var data = amount.ToString("C", CultureInfo.GetCultureInfo("en-US"));

//Console.WriteLine(data);

//Console.OutputEncoding = System.Text.Encoding.UTF8;

//var huHu = new CultureInfo("az-AZ");

//var name = huHu.NativeName;

//Console.WriteLine($"{name}: Hónap nevek");

//foreach (var monthName in huHu.DateTimeFormat.MonthNames)

//{

// Console.WriteLine(monthName);

//}

//Console.WriteLine("\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");

//foreach (var abbMonthName in huHu.DateTimeFormat.AbbreviatedMonthNames)

//{

// Console.WriteLine(abbMonthName);

//}

//DateTime dateTime = DateTime.Now;

////Console.WriteLine(dateTime);

//Console.WriteLine(dateTime.ToLongDateString());

//Console.WriteLine(dateTime.ToShortDateString());

//Console.WriteLine(dateTime.ToLongTimeString());

//Console.WriteLine(dateTime.ToShortTimeString());

//Console.WriteLine(dateTime.DayOfWeek);

//Console.WriteLine(dateTime.DayOfYear);

//Console.WriteLine(dateTime.Month);

//Console.WriteLine(dateTime.Day);

//Console.WriteLine(dateTime.Year);

//DateTime today = DateTime.Now;

//var tomorrow = today.AddDays(1);//.AddHours(20);

//var yesterday=today.AddDays(-1);

//Console.WriteLine($"Today : {today}");

//Console.WriteLine($"Yesterday : {yesterday}");

//Console.WriteLine($"Tomorrow : {tomorrow}");

//DateTime mybirthdate = new DateTime(1999, 10, 16);

//Console.WriteLine(mybirthdate.ToLongDateString());

//DateTime currentDate = DateTime.Now;

//var difference=currentDate - mybirthdate;

//Console.WriteLine((int)difference.TotalDays);

//Console.WriteLine((int)difference.TotalSeconds);

//var datetime1 = new DateTime(1, 1, 1);

//var datetime2 = new DateTime(2, 1, 1);

//Console.WriteLine(datetime1.Equals(datetime2));

//Equals vs ReferenceEquals

//int a = 100;

//ref int b = ref a;

//b = a;

//Console.WriteLine(Object.Equals(a,b));

//Console.WriteLine(Object.ReferenceEquals(a,b));

//int[] array = { 1, 2, 3 };

//int[]array2 = { 1, 2, 3 };

//array2 = array;j

//Console.WriteLine(Object.Equals(array,array2));

//Console.WriteLine(Object.ReferenceEquals(array,array2));

var countries = GetCountries();

countries.Sort();

countries=countries.Distinct().ToList();

foreach (var item in countries)

{

Console.WriteLine(item);

}

}

private static List<string> GetCountries()

{

List<string>culturesInfo=new List<string>();

var cultures = CultureInfo.GetCultures(CultureTypes.SpecificCultures);

foreach (var culture in cultures)

{

var info = new RegionInfo(culture.Name);

if (!culturesInfo.Contains(culture.EnglishName))

{

culturesInfo.Add($"{info.EnglishName} - {info.CurrencySymbol}");

}

}

return culturesInfo;

}

}

}