using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp4

{

interface AbstractHelper

{

void Add(AbstractItem item);

void Remove(AbstractItem item);

}

interface AbstractItem

{

void Show();

}

class ItemBox : AbstractItem, AbstractHelper

{

List<AbstractItem> items=new List<AbstractItem> ();

public void Add(AbstractItem item)

{

items.Add(item);

}

public void Remove(AbstractItem item)

{

items.Remove(item);

}

public void Show()

{

Console.WriteLine("+++++++++++++++++++++++++++++++++++++++++");

Console.WriteLine("BOX");

foreach (var item in items)

{

item.Show();

}

Console.WriteLine("+++++++++++++++++++++++++++++++++++++++++");

}

}

class Item : AbstractItem

{

public Item(string name, double price)

{

Name = name;

Price = price;

}

public string Name { get; set; }

public double Price { get; set; }

public void Show()

{

Console.WriteLine("\t\t\t===================");

Console.WriteLine($"\t\t\tName : {Name}");

Console.WriteLine($"\t\t\tPrice : {Price}");

}

}

public class Program

{

static void Main(string[] args)

{

Item toy1 = new Item("Car", 30);

Item toy2 = new Item("Bear", 30);

Item toy3 = new Item("ball", 30);

Item toy4 = new Item("Masha", 30);

Item toy5 = new Item("Tank", 30);

ItemBox bigbox = new ItemBox();

bigbox.Add(toy1);

ItemBox smallbox1=new ItemBox();

smallbox1.Add(toy2);

smallbox1.Add(toy3);

ItemBox smallbox2=new ItemBox();

smallbox2.Add(toy4);

smallbox2.Add(toy5);

bigbox.Add(smallbox1);

bigbox.Add(smallbox2);

bigbox.Show();

}

}

}