# Local Inversion of Control

public static class Extension

{

public static void AddTo<T>(this T self, ICollection<T> coll)

{

coll.Add(self);

}

public static bool IsOneOf<T>(this T self, params T[] elems)

{

return elems.Contains(self);

}

public static bool IsOneOf1<T>(this T self, ICollection<T> coll)

{

return coll.Contains(self);

}

}

class Program

{

static void Main(string[] args)

{

List<int> list = new List<int>();

5.AddTo(list);

7.AddTo(list);

Console.WriteLine(5.IsOneOf1(list));

Console.WriteLine(list[0]);

}