**Abbreviated syntax**

Your team is writing a program with a windowed interface, and you need to implement menu initialization.

Each menu item contains a name, a hotkey (further indicated in brackets) and a list of submenus (null if there is no submenu).

At the top level there should be two items: File (F) and Edit (E).

The File menu should contain the commands New (N), Save (S).

The Edit (E) menu should contain the Copy (C) and Paste (V) commands.

Solve the problem in one expression using the shorthand object creation syntax. Use newlines and indentation to make your code more readable.

public class MenuItem

{

public string Caption;

public string HotKey;

public MenuItem[] Items;

}

**Code:**

using System;

namespace umop5d3zAbbreviatedSyntax

{

public class MenuItem

{

public string Caption;

public string HotKey;

public MenuItem[] Items;

public static MenuItem[] GenerateMenu()

{

return new[]

{

new MenuItem()

{

Caption = "File", HotKey = "F", Items = new MenuItem[]

{new MenuItem{Caption = "New", HotKey = "N"},

new MenuItem{Caption = "Save", HotKey = "S"}}

},

new MenuItem()

{

Caption = "Edit", HotKey = "E", Items = new MenuItem[]

{new MenuItem{Caption = "Copy", HotKey = "C"},

new MenuItem{Caption = "Paste", HotKey = "V"}}

}

};

}

}

class Program

{

static void Main(string[] args)

{

Console.ReadKey();

}

}

}