**Average of three again**

Remember the Average of Three problem? It's time to repeat it for a general occasion!

public static void Main()

{

Console.WriteLine(MiddleOfThree(2, 5, 4));

Console.WriteLine(MiddleOfThree(3, 1, 2));

Console.WriteLine(MiddleOfThree(3, 5, 9));

Console.WriteLine(MiddleOfThree("B", "Z", "A"));

Console.WriteLine(MiddleOfThree(3.45, 2.67, 3.12));

}

static ... MiddleOfThree(... a, ... b, ... c)

{

...

}

**Code:**

static object MiddleOfThree(object a, object b, object c)

{

var comElem1 = (IComparable)a;

var comElem2 = (IComparable)b;

if (comElem1.CompareTo(c)\*comElem1.CompareTo(b) == -1) return a;

else if (comElem2.CompareTo(c) \* comElem2.CompareTo(a) == -1) return b;

else return c;

}

**Other versions:**

1.

static IComparable MiddleOfThree(params IComparable[] array)

{

Array.Sort(array);

return array[1];

}

2.

static object MiddleOfThree(object a, object b, object c)

{

var array = new object[]

{

(IComparable) a, (IComparable) b, (IComparable) c

};

Array.Sort(array);

return array[1];

}

3.

static IComparable MiddleOfThree(IComparable a, IComparable b, IComparable c)

{

var aMoreThanB = a.CompareTo(b);

var bMoreThanC = b.CompareTo(c);

var cMoreThanA = c.CompareTo(a);

if (aMoreThanB \* bMoreThanC == 1) return b;

else if (bMoreThanC \* cMoreThanA == 1) return c;

else return a;

}