C# Task 3

Basic Collections and String Manipulation - Task 3

Program to manage a list of strings:

```
using System.Collections.Generic;
using System;
namespace Program
{
 class List{
   static void Main(string[] args){
     List<string> cities = new List<string>();
     string line = new string('-',50);
     while (true){
     Console.WriteLine(line);
     Console.WriteLine("Select your option:");
     Console.WriteLine("1.Add 2.Remove 3.Display 4.Any other key to exit");
     int useroption = Convert.ToInt32(Console.ReadLine());
     if(useroption==1){
       Console.WriteLine("Enter city name: ");
       string city = Console.ReadLine();
       cities.Add(city.Trim().ToUpper());
       Console.WriteLine("Added successfully!");
     }
     else if(useroption==2){
       Console.WriteLine("Enter item to be removed: ");
       string rem = Console.ReadLine();
       cities.Remove(rem.Trim().ToUpper());
       Console.WriteLine("Item Removed successfully!");
     }
     else if(useroption==3){
       if(cities.Count==0){
          Console.WriteLine("No items in the list.");
       }
       else{
         Console.WriteLine("Items in the list are: ");
         foreach (string item in cities){
           Console.WriteLine(item);
       }
      }
     else
```

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Output:

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```
Select your option:

1.Add 2.Remove 3.Display 4.Any other key to exit

3

No items in the list.

Select your option:

1.Add 2.Remove 3.Display 4.Any other key to exit

4
```