using System;

using System.Collections.Generic;

using System.Text;

namespace draft

{

class MemberListEmergency

{

public MarshalByRefObject prev;

}

class ListEmergency

{

public MemberListEmergency currentList = null;

public string nameList;

public ListEmergency(string name)

{

nameList = name;

}

public void AddList()

}

}

using System;

using System.Collections.Generic;

using System.Text;

namespace draft

{

interface IConnectVagonOfTrain

{

IConnectVagonOfTrain Prev { get; set; }

string TypeObj { set; get; }

int IdObjectInTrain { get; set; }

string NameObject { get; set; }

}

}

using System;

namespace draft

{

class Train

{

public IConnectVagonOfTrain currenTrain = null;//указатель на пос

public IConnectVagonOfTrain tempTrain;

public static int id = 0;//поле-счетчик для назначения

public string nameTrain;

public Train(string name)

{

nameTrain = name;

}

public void AddVagons(IConnectVagonOfTrain obj,int key=2)

{

if(currenTrain==null)

{

currenTrain = obj;

obj.IdObjectInTrain = ++id;

tempTrain = currenTrain;

obj.TypeObj = obj.GetType().ToString();

}

else

{

obj.Prev = currenTrain;

currenTrain = obj;

obj.IdObjectInTrain = ++id;

tempTrain = currenTrain;

obj.TypeObj = obj.GetType().ToString();

}

}

}

class Animal: IConnectVagonOfTrain

{

public IConnectVagonOfTrain Prev { get; set; }

public string TypeObj { set; get; }

public int IdObjectInTrain { get; set; }

public string NameObject { get; set; }

public Animal(string name)

{

NameObject = name;

}

}

class Human : IConnectVagonOfTrain

{

public IConnectVagonOfTrain Prev { get; set; }

public string TypeObj { set; get; }

public int IdObjectInTrain { get; set; }

public string NameObject { get; set; }

public Human(string name)

{

NameObject = name;

}

}

class Vagatable : IConnectVagonOfTrain

{

public IConnectVagonOfTrain Prev { get; set; }

public string TypeObj { set; get; }

public int IdObjectInTrain { get; set; }

public string NameObject { get; set; }

public Vagatable(string name)

{

NameObject = name;

}

}

class Program

{

static void Main(string[] args)

{

Animal bear = new Animal("bear");

Vagatable carrot = new Vagatable("carrot");

Human person1 = new Human("person1");

Train MyTrain = new Train("MyTrain");

MyTrain.AddVagons(bear);

MyTrain.AddVagons(carrot);

MyTrain.AddVagons(person1);

Console.WriteLine(MyTrain.currenTrain?.Prev?.TypeObj??"null");

}

}

}