using System;

using System.Collections.Generic;

namespace ConsoleApp43

{

public class Cars

{

public string model;

public Cars(string model)

{

this.model = model;

}

}

class Garage

{

static public List<Cars> cars = new List<Cars>();

public void NewCar(Cars car)

{

cars.Add(car);

}

}

static class WashingCars

{

static public void WashCar(Cars car)

{

Console.WriteLine("Вы помыли автомобиль " + car.model);

}

}

class Program

{

delegate void Clean();

static void Main()

{

Garage garage = new Garage();

garage.NewCar(new Cars("LADA"));

garage.NewCar(new Cars("Toyota"));

garage.NewCar(new Cars("Honda"));

garage.NewCar(new Cars("Mazda"));

Clean cl;

cl = wash;

cl();

void wash()

{

foreach (var car in Garage.cars)

{

WashingCars.WashCar(car);

}

}

}

}

}