**Речници**

class Pokemon

{

public string Evo { get; set; }

public int Index { get; set; }

}

Dictionary<string, List<Pokemon>> pokemonReg = new Dictionary<string, List<Pokemon>>();

**Добавяне на нов Key(сегашния Покемон) и съответно на нов Лист от Покемон като Value към този Key:**

List<Pokemon> currList = new List<Pokemon>();

currList.Add(new Pokemon());

currList[0].Evo = currEvo;

currList[0].Index = currIndex;

pokemonReg[currPokem] = new List<Pokemon>(currList);

**Добавяне на нов Лист от Покемон при вече съществуващ Key:**

List<Pokemon> currPokemon = new List<Pokemon>();

currPokemon.Add(new Pokemon());

currPokemon[0].Evo = currEvo;

currPokemon[0].Index = currIndex;

pokemonReg[currPokem].Add(currPokemon[0]);

**Достъпване и ПОДРЕДБА при отпечатването:**

foreach (var pok in pokemonReg)

{

Console.WriteLine($"# {pok.Key}");

foreach (var i in pok.Value.OrderByDescending(x => x.Index))

{

Console.WriteLine($"{i.Evo} <-> {i.Index}");

}

}