using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Duplicate\_Array

{

class Program

{

static void Main(string[] args)

{

Array obj = new Array();

obj.print();

Console.WriteLine("Please enter any key to exist");

Console.ReadLine();

}

}

class Array

{

public void print()

{

int[] arr1 = new int[100];

int[] arr2 = new int[100];

int[] arr3 = new int[100];

int s1, s2, mm = 1, ctr = 0;

int i, j;

Console.Write("\n\nCount total number of duplicate elements in an array:\n");

Console.Write("---------------------------------------------------------\n");

Console.Write("Input the number of elements to be stored in the array :");

s1 = Convert.ToInt32(Console.ReadLine());

Console.Write("Input {0} elements in the array :\n", s1);

for (i = 0; i < s1; i++)

{

Console.Write("element - {0} : ", i);

arr1[i] = Convert.ToInt32(Console.ReadLine());

}

/\*----------------- copy in other array ------------------------------------\*/

for (i = 0; i < s1; i++)

{

arr2[i] = arr1[i];

arr3[i] = 0;

}

/\*------------------- mark the elements are duplicate -------------------------\*/

for (i = 0; i < s1; i++)

{

for (j = 0; j < s1; j++)

{

if (arr1[i] == arr2[j])

{

arr3[j] = mm;

mm++;

}

}

mm = 1;

}

/\*--------------- Prints the array ------------------------------------\*/

for (i = 0; i < s1; i++)

{

if (arr3[i] == 2) { ctr++; }

}

Console.Write("The number of duplicate elements is: {0} \n", ctr);

Console.Write("\n\n");

}

}

}

Output:

