

```
1 using System;
2 using System.Collections.Generic;
3
4 namespace HospitalManagementSystem
5 {
6     public class Hospital
7     {
8         private List<Patient> _patients = new List<Patient>();
9         private List<MedicalStaff> _medical_staff = new List<MedicalStaff> ↗
10             ();
11         private List<Receptionist> _receptionists = new List<Receptionist> ↗
12             ();
13
14         public void AddPatient(Patient patient)
15         {
16             _patients.Add(patient);
17             Console.WriteLine("Patient added to the hospital.");
18         }
19
20         public void RemovePatient(Patient patient)
21         {
22             _patients.Remove(patient);
23             Console.WriteLine("Patient removed from the hospital.");
24         }
25
26         public void AddMedicalStaff(MedicalStaff staff)
27         {
28             _medical_staff.Add(staff);
29             Console.WriteLine("Medical staff added.");
30         }
31
32         public void AddReceptionist(Receptionist receptionist)
33         {
34             _receptionists.Add(receptionist);
35             Console.WriteLine("Receptionist added.");
36         }
37     }
38 }
```