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1  //using is a directive
2  //System is a namespace, namespace groups related features together
3  //System is needed so we can use Console, classes
4  using static System.Console;
5  using System.Collections.Generic;//for lists
6  using System.Linq;//for methods that work with lists
7  //outermost level of grouping
8  class Program
9  {
10     //Main is a method
11     //this is the entry point into program
12     static void Main()
13     {
14         List<double> lst = new List<double>();//make lsit
15         double xOut;//for attempts to convert to numerical form
16         string s = ReadLine();//read input first time
17         //try parse either gets numerical version, or it does not
18         while(double.TryParse(s, out xOut))
19         {
20             lst.Add(xOut);//store value to list
21             s = ReadLine();//read next input
22         }
23         lst.ForEach(x => WriteLine(x));//print each x
24         WriteLine($"Sum={lst.Sum()}");//display sum
25         WriteLine($"Average={lst.Average()}");//display average
26         WriteLine($"Max={lst.Max()}");//display maximum value
27         WriteLine($"Min={lst.Min()}");//display minimum value
28         lst.Sort();//sort list
29         //code below finds all values in lsit that are 4 or more
30         List<double> results = lst.FindAll(x => x >= 4);
31         //these values are then printed
32         results.ForEach(x => WriteLine(x));
33     }
34 }
35
36
```