```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace Menu_Repo
8  {
9      public class MenuItemsRepo
10     {
11         private  List<MenuItems> _listOfMenuItems = new List<MenuItems>();
12         //Create
13         public void AddItemsToList(MenuItems item)
14         {
15             _listOfMenuItems.Add(item);
16         }
17
18         //Read
19         public List<MenuItems> GetMenuItems()
20         {
21             Console.Clear();
22             return _listOfMenuItems;
23         }
24         public int MenuItemNum()
25         {
26             int mealNum = 1+_listOfMenuItems.Count;
27             return mealNum;
28         }
29         //Update
30         public bool UpdateItemByNum(int originalNum, MenuItems item)
31         {
32             //Find the Item
33             MenuItems oldItem = GetMenuItemsByNum(originalNum);
34             //Update the Item
35             if (oldItem != null)
36             {
37                 oldItem.MealName = item.MealName;
38                 oldItem.MealDesc = item.MealDesc;
39                 oldItem.Ingredients = item.Ingredients;
40                 oldItem.Price = item.Price;
41
42                 return true;
43             }
44             else
45             {
46                 return false;
47             }
48
49         }
```

```
50
51          //Delete
52          public bool RemoveItemFromList(int menuNum)
53          {
54              MenuItems item = GetMenuItemsByNum(menuNum);
55              if (item == null)
56              {
57                  return false;
58              }
59
60              int initialCount = _listOfMenuItems.Count;
61              _listOfMenuItems.Remove(item);
62              if (initialCount > _listOfMenuItems.Count)
63              {
64                  return true;
65              }
66              else
67              {
68                  return false;
69              }
70          }
71
72          //Helper
73          public MenuItems GetMenuItemsByName(string menuName)
74          {
75              foreach (MenuItems item in _listOfMenuItems)
76              {
77                  if (item.MealName == menuName)
78                  {
79                      return item;
80                  }
81              }
82
83              return null;
84          }
85          public MenuItems GetMenuItemsByNum(int menuNum)
86          {
87              foreach (MenuItems item in _listOfMenuItems)
88              {
89                  if (item.MealNum == menuNum)
90                  {
91                      return item;
92                  }
93              }
94
95              return null;
96          }
97
98      }
```

```
 99  }
100
```