GRILA: Ce se afiseaza in urma executiei programului urmator?

```
using System;
using System.Collections.Generic;
using System.Linq;
class Pet : IComparable<Pet>
{
    public string Name { get; set; }
    public int Age { get; set; }
    int IComparable<Pet>.CompareTo(Pet ot)
    {
        int sumOt = ot.Age + ot.Name.Length;
        int sumThis = this.Age + this.Name.Length;
        if (sumOt > sumThis)
            return -1;
        else if (sumOt == sumThis)
            return 0;
        else
            return 1;
    }
}
class Principal
{
    static void Main()
    {
        Pet[] pets = { new Pet { Name="Mikki", Age=4 },
        new Pet { Name="Kenya", Age=6 },
        new Pet { Name="Angels", Age=3 } };
        Pet max = pets.Max();
        Console.WriteLine(max.Name);
        IEnumerable<Pet> petsQuerry= pets.Where(age => age.Age % 2 == 0).OrderBy(n =>
n.Name);
        var newPets=petsQuerry.Reverse();
        foreach (Pet pet in newPets)
        {
            Console.WriteLine(pet.Name);
        }
    }
}
```

Variante de raspuns:

a) Kenya
   Kenya
   Mikki

b) Eroare
c) 6
   Mikki
   Kenya
d) Kenya
   Mikki
   Kenya

Explicatii:Aceasta clasa implementeaza IComparable pentru a putea compara doua obiecte intre ele.Se calculeaza animalul cel mai “mare”,adica cel care are lungimea numelui plus varsta cea mai mare si se afiseaza numele sau. Apoi se extrage din lista folosind IEnumerable si LINQ doar animalele cu varsta numar par si se afiseaza numele acestora in ordine inversa extragerii.