```
public static class InterleavingApplyClass
                    public static IEnumerable<TRes> InterleavingApply<T, TRes>
                                (IEnumerable<T> s1, IEnumerable<T> s2, Func<T,TRes> f)
                              IEnumerable<TRes> InterleavingApply_Aux()
                              {
                                        TRes aux(T elem)
                                                 try
                                                  {
                                                           return f(elem);
                                                 }
                                                 catch(Exception e)
                                                           throw new FunctionApplicationException("errore nella
                                                               funzione", e);
                                                 }
                                       }
                                       using var it1 = s1.GetEnumerator();
                                        using var it2 = s2.GetEnumerator();
                                       bool check1, check2;
                                       while (true)
                                                 check1 = it1.MoveNext();
                                                 check2 = it2.MoveNext();
                                                 if (check1 == false && check2 == false) break;
                                                 if(check1 == false && check2)
                                                               throw new DifferentLenghtException(false);
                                                 if (check1 && check2 == false)
                                                               throw new DifferentLenghtException();
                                                 yield return aux(it1.Current);
                                                 yield return aux(it2.Current);
                                       }
                             return InterleavingApply_Aux();
                   }
          }
          public class InterleavingApplyTest
                    [Test]
                    public void NormalBehaviour() =>
                              Assert.That(
                               InterleavingApplyClass
                                .InterleavingApply(new[] { 8, 11, 35 },new[] { 100, 34, 23 },
                                  (elem) => elem / 7),
                                       Is.EqualTo(new[] {1,14,1,4,5,3}));
                    [TestCase(new[] {'a','b','c'}, new[] {'@','#','\second by both size of the content of the conten
                    [TestCase(new[] { 'a', 'b', 'c','2','7' }, new[] { '@', '#', '§' })]
[TestCase(new[] { 'a', 'b', 'c' }, new[] { '@', '#', '§','2' })]
                    public void DifferentLenght(IEnumerable<char> s1, IEnumerable<char> s2)
                              if (s1.ToList().Count == s2.ToList().Count) Assert.Inconclusive();
                              Func<char, bool> isDigit = c => c >= '0' && c <= '9';
                              Assert.That(() => InterleavingApplyClass
                                .InterleavingApply(s1, s2, isDigit).ToArray(),
                               Throws.TypeOf<DifferentLenghtException>());
                    }
```

```
[Test]
    public void InfiniteSequenceTest()
         IEnumerable<int> InfiniteSeq(int[] v)
         {
             int i = 0;
             while (true)
                  yield return v[i++ % v.Length];
             }
         }
         IEnumerable<bool> InfiniteBoolSeq()
             while (true)
                  yield return false;
                  yield return true;
             }
         }
         Func<int, bool> isEven = n \Rightarrow n % 2 == 0;
         Assert.That(
             InterleavingApplyClass.InterleavingApply(
                  InfiniteSeq(new[] { 7, 5, 17 }).Take(100),
InfiniteSeq(new[] { 2, 18, 42, 128, 512 }).Take(100),
                  isEven).Take(100)
                  ,Is.EqualTo(InfiniteBoolSeq().Take(100)));
    }
}
```