using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace marvel\_movies

{

class Program

{

static void Main(string[] args)

{

Dictionary<string, int> marvelmovies = new Dictionary<string, int>()

{

{"Iron Man", 2008},

{"Iron Man 2", 2010},

{"Captain America: The First Avenger", 2011},

{"Thor", 2011},

{"Avengers Assemble", 2012},

{"Iron Man 3", 2013},

{"Thor: The Dark World", 2014},

{"Captain America: The Winter Soldier", 2014},

{"Guardians of the Galaxy", 2014},

{"Avengers: Age of Ultron", 2015},

{"Ant-Man", 2015},

{"Civil War", 2016},

{"Doctor Strange", 2016},

{"Guardians of the Galaxy Vol 2.", 2014},

{"Spiderman: Homecoming", 2017},

{"Thor: Ragnarok", 2017},

{"Black Panther", 2018},

{"Avengers: Infinity War", 2018},

{"Ant-Man & The Wasp", 2018},

{"Captain Marvel", 2019}

};

Start:

Console.WriteLine("Do you want to do one of the following: Add, Remove or Search");

string input = Console.ReadLine();

switch (input)

{

case "Add":

AddNewMovie(marvelmovies);

LoopOver(marvelmovies);

Console.WriteLine("\n");

goto Start;

case "Remove":

RemoveMovie(marvelmovies);

LoopOver(marvelmovies);

Console.WriteLine("\n");

goto Start;

case "Search":

SearchMovie(marvelmovies);

LoopOver(marvelmovies);

Console.WriteLine("\n");

goto Start;

default:

Console.WriteLine("Please input any key and value");

Console.WriteLine("\n");

goto Start;

}

}

static Dictionary<string, int> AddNewMovie(Dictionary<string, int> marvelmovies)

{

Console.WriteLine("Enter the name of the new movie");

string NewMovie = Console.ReadLine();

Console.WriteLine("Enter the year the movie is released");

int ReleaseYear = Console.Read();

marvelmovies.Add(NewMovie, ReleaseYear);

return (marvelmovies);

}

static Dictionary<string, int> RemoveMovie(Dictionary<string, int> marvelmovies)

{

Console.WriteLine("Please remove a movie title");

string removemovie = Console.ReadLine();

marvelmovies.Remove(removemovie);

return (marvelmovies);

}

static void SearchMovie(Dictionary<string, int> marvelmovies)

{

Console.WriteLine("Search the name of a movie");

string seekmovie = Console.ReadLine();

//Console.WriteLine("Search for a year");

//int seekyear = Console.Read();

bool movieavailable = marvelmovies.ContainsKey(seekmovie);

//bool yearavailable = marvelmovies.ContainsValue(seekyear);

if (movieavailable == true)

{

Console.WriteLine(seekmovie + " is listed. \n");

}

else

{

Console.WriteLine(seekmovie + " isn’t listed. \n");

}

}

static void LoopOver(Dictionary<string, int> marvelmovies)

{

foreach (KeyValuePair<string, int> movieinfo in marvelmovies)

{

Console.WriteLine("Movie: " + movieinfo.Key + "\n" + "Year: " + movieinfo.Value);

}

}

}

}