using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace cars\_1

{

class Program

{

static void Main(string[] args)

{

List<Car> carlist = new List<Car>();

//Car obj1 = new Car("Volkswagen", "Touareg", 47000);

//carlist.Add(obj1);

Car myCar1 = new Car("Mitsubishi", "Shogun", 40000);

Car myCar2 = new Car("Nissan", "Qashqai", 18000);

Car myCar3 = new Car("Volvo", "XC60", 38000);

Car myCar4 = new Car("Peugeot", "5008", 25000);

Car myCar5 = new Car("Audi", "Q7", 52000);

Car myCar6 = new Car("Subaru", "Forester", 25000);

Car myCar7 = new Car("Volkswagen", "Touareg", 47000);

Car myCar8 = new Car("Ford", "Ecosport", 17000);

Car myCar9 = new Car("Renault", "Captur", 14000);

Car myCar10 = new Car("Volkswagen", "Touareg", 47000);

carlist.Add(myCar1);

carlist.Add(myCar2);

carlist.Add(myCar3);

carlist.Add(myCar4);

carlist.Add(myCar5);

carlist.Add(myCar6);

carlist.Add(myCar7);

carlist.Add(myCar8);

carlist.Add(myCar9);

carlist.Add(myCar10);

Console.WriteLine("Total number of 4x4s in stock: {0}", Car.numberofCars);

Console.WriteLine();

Console.WriteLine("Car Details");

Car.display(carlist);

Console.Read();

}

}

class Car

{

public string name;

public string model;

public int price;

//public bool sold;

public static int numberofCars = 0;

public Car(string name, string model, int price)

{

this.name = name;

this.model = model;

this.price = price;

//this.sold = false;

Car.numberofCars++;

}

public static void display(List<Car> list)

{

for(int i=0; i<list.Count; i++)

{

Console.WriteLine("Name & Model: {0} {1}, Price: £{2:N0}", list[i].name, list[i].model, list[i].price);

}

}

//public static void search(List<Car> list)

//{

// Console.WriteLine("Search for the name of a car");

// string searchmake = Console.ReadLine();

// bool caravailable = list.Contains

// if (caravailable == true)

// {

// Console.WriteLine(searchmake + " is on the list. \n");

// }

//}

public static void delete(List<Car> list)

{

string make = "";

Console.WriteLine("Enter the name of the car you wish to remove");

make = Console.ReadLine();

for(int i = 0; i < list.Count; i++)

{

if (make == list[i].name)

{

list.Remove(list[i]);

Car.numberofCars--;

}

else

{

Console.WriteLine("Car not found on list. Try again.");

}

}

}

}

}