

```
//Laboratory Activity14
//Zip Code Frequency Counter
```

```
using System;
using System.Linq;
using System.Collections.Generic;
```

```
namespace HelloWorld;
```

```
public static class Activity14
```

```
{
    public static void Main(String[] args)
    {
        List<string> zipCodes = new List<string>();

        Console.WriteLine("Enter 25 zip code: ");

        for (int i = 0; i < 25; i++)
        {
            Console.Write("Enter zip code " + (i + 1) + ": ");
            zipCodes.Add(Console.ReadLine());
        }
        Dictionary<string, int> zipCount = new Dictionary<string, int>();

        foreach (string zip in zipCodes)
        {
            string code = zip.ToLower();
            if (zipCount.ContainsKey(code))
                zipCount[code]++;
            else
                zipCount[code] = 1;
        }
        Console.WriteLine("\nZip Code   Frequency");
        Console.WriteLine("-----");

        foreach (var pair in zipCount.OrderByDescending(x => x.Value))
        {
            Console.WriteLine(pair.Key.PadRight(12) + pair.Value);
        }
    }
}
```