

```
//Laboratory Activity10
//Leaderboard updater
```

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

```
namespace HelloWold;
```

```
public static class Activity10
```

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

        Console.WriteLine("Enter 10 player scores:");
        for (int i = 0; i < 10; i++)
        {
            Console.Write("Score " + (i + 1) + ": ");
            int score = int.Parse(Console.ReadLine());
            scores.Add(score);
        }
        scores.Sort();
        scores.Reverse();

        Console.WriteLine("\nCurrent Leaderboard:");
        for (int i = 0; i < scores.Count; i++)
        {
            Console.WriteLine("#" + (i + 1) + ": " + scores[i]);
        }
        Console.Write("\nEnter new player score: ");
        int newScore = int.Parse(Console.ReadLine());

        int insertPosition = 0;
        while (insertPosition < scores.Count && newScore < scores[insertPosition])
        {
            insertPosition++;
        }
        scores.Insert(insertPosition, newScore);

        Console.WriteLine("\nUpdated Leaderboard:");
        for (int i = 0; i < scores.Count; i++)
        {
            Console.WriteLine("#" + (i + 1) + ": " + scores[i]);
        }
    }
}
```

}
}