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| using System;  using System.Linq;  namespace \_11.\_Array\_Manipulator  {  class Program  {  static void Main()  {  int[] arr = Console  .ReadLine()  .Split()  .Select(int.Parse)  .ToArray();  string command = string.Empty;  while ((command = Console.ReadLine()) != "end")  {  string[] commands = command.Split();  if (commands[0] == "exchange")  {  int index = int.Parse(commands[1]);  if (index < 0 || index > arr.Length - 1)  {  Console.WriteLine("Invalid index");  continue;  }  ExchangingTheArrayByIndex(arr, index);  }  else if (commands[0] == "max" || commands[0] == "min")  {  string evenOrOdd = commands[1];  if (commands[0] == "max" && commands[1] == "even")  {  MaxEvenElements(arr);  }  else if (commands[0] == "min" && commands[1] == "even")  {  MinEvenElements(arr);  }  else if (commands[0] == "max" && commands[1] == "odd")  {  MaxOddelement(arr);  }  else if (commands[0] == "min" && commands[1] == "odd")  {  MinOddElement(arr);  }  }  else if (commands[0] == "first" || commands[0] == "last")  {  int counter = int.Parse(commands[1]);  if (counter > arr.Length)  {  Console.WriteLine("Invalid count");  continue;  }  if (commands[0] == "first" && commands[2] == "even")  {  FirstEvenCount(arr, counter);  }  else if (commands[0] == "last" && commands[2] == "even")  {  LastEvensCount(arr, counter);  }  else if (commands[0] == "first" && commands[2] == "odd")  {  FirstOddsCount(arr, counter);  }  else if (commands[0] == "last" && commands[2] == "odd")  {  LastOddCount(arr, counter);  }  }  }  Console.WriteLine($"[{string.Join(", ", arr)}]");  }  static void ExchangingTheArrayByIndex(int[] array, int index)  {  int[] firstArray = new int[array.Length - index - 1];  int[] secondArray = new int[index + 1];  int counter = 0;  for (int i = index + 1; i < array.Length; i++)  {  firstArray[counter] = array[i];  counter++;  }  for (int i = 0; i < index + 1; i++)  {  secondArray[i] = array[i];  }  for (int i = 0; i < firstArray.Length; i++)  {  array[i] = firstArray[i];  }  for (int i = 0; i < secondArray.Length; i++)  {  array[firstArray.Length + i] = secondArray[i];  }  }  static void MaxEvenElements(int[] array)  {  int maxValue = int.MinValue;  int indexCounter = 0;  bool isFound = false;  for (int i = 0; i < array.Length; i++)  {  if (array[i] % 2 == 0)  {  if (array[i] >= maxValue)  {  maxValue = array[i];  indexCounter = i;  isFound = true;  }  }  }  if (!isFound)  {  Console.WriteLine("No matches");  }  else  {  Console.WriteLine(indexCounter);  }  }  static void MinEvenElements(int[] array)  {  int minValue = int.MaxValue;  int indexCounter = 0;  bool isFound = false;  for (int i = 0; i < array.Length; i++)  {  if (array[i] % 2 == 0)  {  if (array[i] <= minValue)  {  minValue = array[i];  indexCounter = i;  isFound = true;  }  }  }  if (!isFound)  {  Console.WriteLine("No matches");  }  else  {  Console.WriteLine(indexCounter);  }  }  static void MaxOddelement(int[] array)  {  int maxValue = int.MinValue;  int indexCounter = 0;  bool isFound = false;  for (int i = 0; i < array.Length; i++)  {  if (array[i] % 2 != 0)  {  if (array[i] >= maxValue)  {  maxValue = array[i];  indexCounter = i;  isFound = true;  }  }  }  if (!isFound)  {  Console.WriteLine("No matches");  }  else  {  Console.WriteLine(indexCounter);  }  }  static void MinOddElement(int[] array)  {  int minValue = int.MaxValue;  int indexCounter = 0;  bool isFound = false;  for (int i = 0; i < array.Length; i++)  {  if (array[i] % 2 != 0)  {  if (array[i] <= minValue)  {  minValue = array[i];  indexCounter = i;  isFound = true;  }  }  }  if (!isFound)  {  Console.WriteLine("No matches");  }  else  {  Console.WriteLine(indexCounter);  }  }  static void FirstEvenCount(int[] array, int counter)  {  int evensCounter = 0;  string numbers = string.Empty;  for (int i = 0; i < array.Length; i++)  {  if (array[i] % 2 == 0)  {  if (evensCounter == counter)  {  break;  }  numbers += array[i] + " ";  evensCounter++;  }  }  var result = numbers.Split(" ", StringSplitOptions  .RemoveEmptyEntries);  if ((evensCounter > 0) && (evensCounter <= counter))  {  Console.WriteLine($"[{string.Join(", ", result)}]");  }  else  {  Console.WriteLine("[]");  }  }  static void LastEvensCount(int[] array, int counter)  {  int evensCounter = 0;  string numbers = string.Empty;  for (int i = array.Length - 1; i >= 0; i--)  {  if (array[i] % 2 == 0)  {  if (evensCounter == counter)  {  break;  }  numbers += array[i] + " ";  evensCounter++;  }  }  var result = numbers.Split(" ",  StringSplitOptions.RemoveEmptyEntries).Reverse();  if ((evensCounter > 0) && (evensCounter <= counter))  {  Console.WriteLine($"[{string.Join(", ", result)}]");  }  else  {  Console.WriteLine("[]");  }  }  static void FirstOddsCount(int[] array, int counter)  {  int oddsCounter = 0;  string numbers = string.Empty;  for (int i = 0; i < array.Length; i++)  {  if (array[i] % 2 != 0)  {  if (oddsCounter == counter)  {  break;  }  numbers += array[i] + " ";  oddsCounter++;  }  }  var result = numbers.Split(" ",  StringSplitOptions.RemoveEmptyEntries);  if ((oddsCounter > 0) && (oddsCounter <= counter))  {  Console.WriteLine($"[{string.Join(", ", result)}]");  }  else  {  Console.WriteLine("[]");  }  }  static void LastOddCount(int[] array, int counter)  {  int oddCounter = 0;  string numbers = string.Empty;  for (int i = array.Length - 1; i >= 0; i--)  {  if (array[i] % 2 != 0)  {  if (oddCounter == counter)  {  break;  }  numbers += array[i] + " ";  oddCounter++;  }  }  var result = numbers.Split(" ",  StringSplitOptions.RemoveEmptyEntries).Reverse();  if ((oddCounter > 0) && (oddCounter <= counter))  {  Console.WriteLine($"[{string.Join(", ", result)}]");  }  else  {  Console.WriteLine("[]");  }  }  }  } |