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| using System;  using System.Collections.Generic;  using System.Linq;  namespace MergingLists  {  class Program  {  static void Main(string[] args)  {  List<int> firstList = Console.  ReadLine()  .Split()  .Select(int.Parse)  .ToList();  List<int> secondList = Console.  ReadLine()  .Split()  .Select(int.Parse)  .ToList();  MergingTwoLists(firstList, secondList);  }  static void MergingTwoLists(List<int> firstList,  List<int> secondList)  {  List<int> finalList = new List<int>();  int smallest = Math.Min(firstList.Count, secondList.Count);  int biggest = Math.Max(firstList.Count, secondList.Count);  for (int i = 0; i < smallest; i++)  {  finalList.Add(firstList[i]);  finalList.Add(secondList[i]);  }  if (isCountOfTheseListsEqual(firstList, secondList))  {  AddingRemainingElements(firstList, secondList, smallest, biggest, finalList);  }  Console.WriteLine(string.Join(" ", finalList));  }  static bool isCountOfTheseListsEqual(List<int> firstList, List<int> secondList)  {  if (firstList.Count != secondList.Count)  {  return true;  }  else  {  return false;  }  }  static void AddingRemainingElements(List<int> firstList, List<int> secondList, int smallest, int biggest, List<int> finalList)  {  if (firstList.Count > secondList.Count)  {  for (int i = smallest; i < biggest; i++)  {  finalList.Add(firstList[i]);  }  }  else  {  for (int i = smallest; i < biggest; i++)  {  finalList.Add(secondList[i]);  }  }  }  }  } |