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| using System;  using System.Collections.Generic;  using System.Linq;  namespace ListManipulationBasics  {  class Program  {  static void Main(string[] args)  {  List<int> numbers = Console.ReadLine()  .Split()  .Select(int.Parse)  .ToList();  string operation;  while ((operation = Console.ReadLine()) != "end")  {  string[] operationArr = operation  .Split()  .ToArray();  switch (operationArr[0])  {  case "Add":  Adding(numbers, int.Parse(operationArr[1]));  break;  case "Remove":  Removing(numbers, int.Parse(operationArr[1]));  break;  case "RemoveAt":  RemovingAt(numbers, int.Parse(operationArr[1]));  break;  case "Insert":  Inserting(numbers, int.Parse(operationArr[2]), int.Parse(operationArr[1]));  break;  }  }  Console.WriteLine(string.Join(" ", numbers));  }  static void Adding(List<int> numbers, int number)  {  numbers.Add(number);  Console.WriteLine(string.Join(" ", numbers));  }  static void Removing(List<int> numbers, int number)  {  numbers.Remove(number);  Console.WriteLine(string.Join(" ", numbers));  }  static void RemovingAt(List<int> numbers, int index)  {  numbers.RemoveAt(index);  Console.WriteLine(string.Join(" ", numbers));  }  static void Inserting(List<int> numbers, int number, int index)  {  numbers.Insert(number, index);  Console.WriteLine(string.Join(" ", numbers));  }  }  } |