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| using System;  using System.Collections.Generic;  using System.Linq;  namespace ListManipulationAdvanced  {  class Program  {  static void Main(string[] args)  {  List<int> numbers = Console.  ReadLine()  .Split()  .Select(int.Parse)  .ToList();  bool isOriginalListChanged = false;  string operation;  while ((operation = Console.ReadLine()) != "end")  {  string[] operationArr = operation  .Split()  .ToArray();  if (operationArr[0] == "Add" ||  operationArr[0] == "Remove" ||  operationArr[0] == "RemoveAt" ||  operationArr[0] == "Insert")  {  isOriginalListChanged = true;  }  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;  case "Contains":  Contains(numbers, int.Parse(operationArr[1]));  break;  case "PrintEven":  PrintEven(numbers);  break;  case "PrintOdd":  PrintOdd(numbers);  break;  case "GetSum":  GetSum(numbers);  break;  case "Filter":  Filter(numbers, operationArr[1], int.Parse(operationArr[2]));  break;  }  }  if (isOriginalListChanged)  {  Console.WriteLine(string.Join(" ", numbers));  }  }  static void Adding(List<int> numbers, int number)  {  numbers.Add(number);  }  static void Removing(List<int> numbers, int number)  {  numbers.Remove(number);  }  static void RemovingAt(List<int> numbers, int index)  {  numbers.RemoveAt(index);  }  static void Inserting(List<int> numbers, int number, int index)  {  numbers.Insert(number, index);  }  static void Contains(List<int> numbers, int number)  {  if (numbers.Contains(number))  {  Console.WriteLine("Yes");  }  else  {  Console.WriteLine("No such number");  }  }  static void PrintEven(List<int> numbers)  {  for (int i = 0; i < numbers.Count; i++)  {  if (numbers[i] % 2 == 0)  {  Console.Write(numbers[i] + " ");  }  }  Console.WriteLine();  }  static void PrintOdd(List<int> numbers)  {  for (int i = 0; i < numbers.Count; i++)  {  if (numbers[i] % 2 != 0)  {  Console.Write(numbers[i] + " ");  }  }  Console.WriteLine();  }  static void GetSum(List<int> numbers)  {  Console.WriteLine(numbers.Sum());  }  static void Filter(List<int> numbers, string condition, int number)  {  for (int i = 0; i < numbers.Count; i++)  {  if (condition == "<")  {  if (numbers[i] < number)  {  Console.Write(numbers[i] + " ");  }  }  else if (condition == ">")  {  if (numbers[i] > number)  {  Console.Write(numbers[i] + " ");  }  }  else if (condition == ">=")  {  if (numbers[i] >= number)  {  Console.Write(numbers[i] + " ");  }  }  else if (condition == "<=")  {  if (numbers[i] <= number)  {  Console.Write(numbers[i] + " ");  }  }  }  Console.WriteLine();  }  }  } |