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| namespace \_09.\_Pokemon\_Don\_t\_Go  {  internal class Program  {  static void Main(string[] args)  {    List<int> numbers = Console  .ReadLine()  .Split()  .Select(int.Parse)  .ToList();  int sum = 0;  int removed = 0;  while (numbers.Count > 0)  {  int index = int.Parse(Console.ReadLine());  if (index < 0)  {  removed = numbers[0];  sum += removed;  numbers[0] = numbers[numbers.Count - 1];  }  else if (index >= numbers.Count)  {  removed = numbers[numbers.Count - 1];  sum += removed;  numbers[numbers.Count - 1] = numbers[0];  }  else  {  removed = numbers[index];  sum += numbers[index];  numbers.RemoveAt(index);  }  for (int i = 0; i < numbers.Count; i++)  {  if (removed >= numbers[i])  {  numbers[i] += removed;  }  else if (removed < numbers[i])  {  numbers[i] -= removed;  }  }  }  Console.WriteLine(sum);  }  }  } |