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| using System;  using System.Collections.Generic;  using System.Linq;  namespace Songs  {  class Program  {  static void Main(string[] args)  {  int songsCount = int.Parse(Console.ReadLine());  List<Song> songList = new List<Song>();  for (int i = 0; i < songsCount; i++)  {  var input = Console  .ReadLine()  .Split("\_")  .ToList();  string typeList = input[0];  string songName = input[1];  string songTime = input[2];  Song song = new Song();  song.typeList = typeList;  song.name = songName;  song.time = songTime;  songList.Add(song);  }  string command = Console.ReadLine();  if (command == "all")  {  foreach (Song item in songList)  {  Console.WriteLine(item.name);  }  }  else  {  foreach (Song item in songList.Where(x => x.typeList == command).ToList())  {  Console.WriteLine(item.name);  }  }  }  }  public class Song  {  public string typeList { get; set; }  public string name { get; set; }  public string time { get; set; }  }  } |