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| using System;  using System.Collections.Generic;  using System.Linq;  namespace StoreBoxes  {  class Program  {  static void Main(string[] args)  {  string input;  var productsList = new List<Box>();  while ((input = Console.ReadLine()) != "end")  {  var splittedInput = input  .Split()  .ToList();  string serialNumber = splittedInput[0];  string itemName = splittedInput[1];  int itemQty = int.Parse(splittedInput[2]);  double itemPrice = double.Parse(splittedInput[3]);  Box box = new Box();  box.SerialNumber = serialNumber;  box.Item = itemName;  box.ItemQty = itemQty;  box.ItemPrice = itemPrice;  box.BoxPrice = itemPrice \* itemQty;  productsList.Add(box);  }  foreach (Box box in productsList.OrderByDescending(x => x.BoxPrice))  {  Console.WriteLine(box.SerialNumber);  Console.WriteLine($"-- {box.Item} - ${box.ItemPrice:f2}: {box.ItemQty}");  Console.WriteLine($"-- ${box.BoxPrice:f2}");  }  }  }  public class Box  {  public string SerialNumber { get; set; }  public string Item { get; set; }  public int ItemQty { get; set; }  public double ItemPrice { get; set; }  public double BoxPrice { get; set; }  }  } |