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| using System;  using System.Collections.Generic;  using System.Dynamic;  using System.Linq;  namespace VehicleCatalogue  {  class Program  {  static void Main(string[] args)  {  string input;  var carsCatalog = new List<Car>();  var trucksCatalog = new List<Truck>();  while ((input = Console.ReadLine()) != "end")  {  var splittedInput = input  .Split("/")  .ToList();  string type = splittedInput[0];  string brand = splittedInput[1];  string model = splittedInput[2];  int vehicleArg = int.Parse(splittedInput[3]);  if (type == "Truck")  {  Truck truck = new Truck();  truck.Brand = brand;  truck.Model = model;  truck.Weight = vehicleArg;  trucksCatalog.Add(truck);  }  else  {  Car car = new Car();  car.Brand = brand;  car.Model = model;  car.HorsePower = vehicleArg;  carsCatalog.Add(car);  }  }  if (carsCatalog.Count >= 1)  {  Console.WriteLine("Cars:");  foreach (Car car1 in carsCatalog.OrderBy(x => x.Brand))  {  Console.WriteLine($"{car1.Brand}: {car1.Model} - {car1.HorsePower}hp");  }  }  if (trucksCatalog.Count >= 1)  {  Console.WriteLine("Trucks:");  foreach (Truck trucks1 in trucksCatalog.OrderBy(x => x.Brand))  {  Console.WriteLine($"{trucks1.Brand}: {trucks1.Model} - {trucks1.Weight}kg");  }  }  }  }  public class Truck  {  public string Brand { get; set; }  public string Model { get; set; }  public int Weight { get; set; }  }  public class Car  {  public string Brand { get; set; }  public string Model { get; set; }  public int HorsePower { get; set; }  }  } |