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| using System;  using System.Collections.Generic;  namespace AdvertisementMessage  {  class Program  {  static void Main(string[] args)  {  var phrases = new List<string>  {  "Excellent product. ",  "Such a great product. ",  "I always use that product. ",  "Best product of its category. ",  "Exceptional product. ",  "I can’t live without this product. "  };  var events = new List<string>  {  "Now I feel good. ",  "I have succeeded with this product. ",  "Makes miracles. I am happy of the results! ",  "I cannot believe but now I feel awesome. ",  "Try it yourself, I am very satisfied. ",  "I feel great! "  };  var authors = new List<string>  {  "Diana - ",  "Petya - ",  "Stella - ",  "Elena - ",  "Katya - ",  "Iva - ",  "Annie - ",  "Eva - "  };  var cities = new List<string>  {  "Burgas",  "Sofia",  "Plovdiv",  "Varna",  "Ruse"  };  int message.Count = int.Parse(Console.ReadLine());  var random = new Random();  for (int i = 0; i < message.Count; i++)  {  string message = string.Empty;  int rand = random.Next(0, phrases.Count);  message += phrases[rand];  rand = random.Next(0, events.Count);  message += events[rand];  rand = random.Next(0, authors.Count);  message += authors[rand];  rand = random.Next(0, cities.Count);  message += cities[rand];  Console.WriteLine(message);  }  }  }  } |