|  |
| --- |
| using System;  using System.Linq;  namespace Articles  {  class Program  {  static void Main(string[] args)  {  var input = Console  .ReadLine()  .Split(", ")  .ToList();  string title = input[0];  string content = input[1];  string author = input[2];  int commandsCount = int.Parse(Console.ReadLine());  Article article = new Article(title, content, author);  for (int i = 0; i < commandsCount; i++)  {  var commands = Console  .ReadLine()  .Split(": ")  .ToList();  string command = commands[0];  string newArg = commands[1];  switch (command)  {  case "Edit":  article.Edit(newArg);  break;  case "ChangeAuthor":  article.ChangeAuthor(newArg);  break;  case "Rename":  article.Rename(newArg);  break;  }  }  Console.WriteLine(article);  }  }  class Article  {  public string Title { get; set; }  public string Content { get; set; }  public string Author { get; set; }  public Article(string title, string content, string author)  {  this.Title = title;  this.Content = content;  this.Author = author;  }  public void Edit(string newContent)  {  this.Content = newContent;  }  public void ChangeAuthor(string newAuthor)  {  this.Author = newAuthor;  }  public void Rename(string newTitle)  {  this.Title = newTitle;  }  public override string ToString()  {  return $"{this.Title} - {this.Content}: {this.Author}";  }  }  } |