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| using System;  using System.Collections.Generic;  using System.Linq;  using System.Runtime.InteropServices.ComTypes;  namespace Articles2  {  class Program  {  static void Main(string[] args)  {  int articlesCount = int.Parse(Console.ReadLine());  var list = new List<Article>();  for (int i = 0; i < articlesCount; i++)  {  var commands = Console  .ReadLine()  .Split(", ")  .ToList();  string title = commands[0];  string content = commands[1];  string author = commands[2];  Article article = new Article(title, content, author);  list.Add(article);  }  string command = Console.ReadLine();  if (command == "title")  {  list = list  .OrderBy(x => x.Title)  .ToList();  }  else if (command == "content")  {  list = list  .OrderBy(x => x.Content)  .ToList();  }  else if (command == "author")  {  list = list  .OrderBy(x => x.Author)  .ToList();  }  Console.WriteLine(string.Join(Environment.NewLine, list.Select(x => $"{x.Title} - {x.Content}: {x.Author}")));  }  }  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;  }  }  } |