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| using System;  using System.Collections.Generic;  using System.Linq;  namespace VehicleCatalogue2  {  class Program  {  static void Main(string[] args)  {  var carsList = new List<Car>();  var trucksList = new List<Truck>();  double carsTotalHP = 0.0;  double carsCount = 0.0;  double trucksTotalHP = 0.0;  double trucksCount = 0.0;  string input;  while ((input = Console.ReadLine()) != "End")  {  var commands = input  .Split()  .ToList();  string vehicleType = commands[0];  string model = commands[1];  string color = commands[2];  int horsepower = int.Parse(commands[3]);  if (vehicleType == "car")  {  Car car = new Car(model, color, horsepower);  carsList.Add(car);  carsCount++;  carsTotalHP += car.Horsepower;  }  else  {  Truck truck = new Truck(model, color, horsepower);  trucksList.Add(truck);  trucksCount++;  trucksTotalHP += truck.Horsepower;  }  }  while ((input = Console.ReadLine()) != "Close the Catalogue")  {  if (carsList.Select(x => x.Model).Contains(input))  {  foreach (var vehicle1 in carsList)  {  if (vehicle1.Model == input)  {  Console.WriteLine($"Type: Car");  Console.WriteLine($"Model: {vehicle1.Model}");  Console.WriteLine($"Color: {vehicle1.Color}");  Console.WriteLine($"Horsepower: {vehicle1.Horsepower}");  break;  }  }  }  else if (trucksList.Select(x => x.Model).Contains(input))  {  foreach (var vehicle1 in trucksList)  {  if (vehicle1.Model == input)  {  Console.WriteLine($"Type: Truck");  Console.WriteLine($"Model: {vehicle1.Model}");  Console.WriteLine($"Color: {vehicle1.Color}");  Console.WriteLine($"Horsepower: {vehicle1.Horsepower}");  break;  }  }  }  }  if (carsList.Count == 0)  {  Console.WriteLine($"Cars have average horsepower of: {0:f2}.");  Console.WriteLine($"Trucks have average horsepower of: {trucksTotalHP / trucksCount:f2}.");  }  if (trucksList.Count == 0)  {  Console.WriteLine($"Cars have average horsepower of: {carsTotalHP / carsCount:f2}.");  Console.WriteLine($"Trucks have average horsepower of: {0:f2}.");  }  if (carsList.Count >= 1 && trucksList.Count >= 1)  {  Console.WriteLine($"Cars have average horsepower of: {carsTotalHP / carsCount:f2}.");  Console.WriteLine($"Trucks have average horsepower of: {trucksTotalHP / trucksCount:f2}.");  }  }  }  public class Car  {  public string Model { get; set; }  public string Color { get; set; }  public int Horsepower { get; set; }  public Car(string model, string color, int horsepower)  {  this.Model = model;  this.Color = color;  this.Horsepower = horsepower;  }  }  public class Truck  {  public string Model { get; set; }  public string Color { get; set; }  public int Horsepower { get; set; }  public Truck(string model, string color, int horsepower)  {  this.Model = model;  this.Color = color;  this.Horsepower = horsepower;  }  }  } |