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| using System;  using System.Collections.Generic;  using System.Linq;  namespace ShoppingSpree  {  class Program  {  static void Main(string[] args)  {  var people = Console  .ReadLine()  .Split(new char[] { '=', ';' },  StringSplitOptions.RemoveEmptyEntries)  .ToList();  var products = Console  .ReadLine()  .Split(new char[] { '=', ';' },  StringSplitOptions.RemoveEmptyEntries)  .ToList();  var peopleList = new List<Person>();  for (int i = 0; i < people.Count; i += 2)  {  string name = people[i];  double peopleMoney = double.Parse(people[i + 1]);  string productName = products[i];  double productCost = double.Parse(products[i + 1]);  Product product = new Product(productName, productCost);  Person person = new Person(name, peopleMoney, product);  peopleList.Add(person);  }  string input;  while ((input = Console.ReadLine()) != "END")  {  var splitedInput = input  .Split()  .ToList();  string name = splitedInput[0];  string product = splitedInput[1];  foreach (var item in peopleList)  {  if (item.Name == name)  {  double currentBalance = item.Money;  foreach (var item1 in peopleList)  {  if (item1.BagOfProducts.Name == product)  {  if (currentBalance >= item1.BagOfProducts.Cost)  {  Console.WriteLine($"{item.Name} bought {item.BagOfProducts.Name}");  item.Money -= item1.BagOfProducts.Cost;  item.ProductsBought.Add(product);  }  else  {  Console.WriteLine($"{item.Name} can't afford {item1.BagOfProducts.Name}");  }  }  }  }  }  }  foreach (var item in peopleList)  {  if (item.ProductsBought.Count >= 1)  {  Console.WriteLine($"{item.Name} - {string  .Join(", ", item.ProductsBought)}");  }  else  {  Console.WriteLine($"{item.Name} - Nothing bought");  }  }  }  }  class Person  {  public string Name { get; set; }  public string Money { get; set; }  public string Product { get; set; }  public List<string> ProductsBought { get; set; }  = new List<string>();  public Person(string name,  double money, Product bagOfProducts)  {  this.Name = name;  this.Money = money;  this.BagOfProducts = bagOfProducts;  }  }  class Product  {  public string Name { get; set; }  public double Cost { get; set; }  public Product(string name, double cost)  {  this.Name = name;  this.Cost = cost;  }  }  } |