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| using System;  using System.Collections.Generic;  using System.Linq;  namespace OddOccurrences  {  class Program  {  static void Main(string[] args)  {  var words = Console  .ReadLine()  .Split()  .Select(x => x.ToLower())  .ToList();  var dict = new Dictionary<string, int>();  foreach (var item in words)  {  if (!dict.ContainsKey(item))  {  dict.Add(item, 1);  }  else  {  dict[item]++;  }  }  foreach (var item in dict)  {  if (item.Value % 2 != 0)  {  Console.Write(item.Key + " ");  }  }  }  }  } |