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| using System;  using System.Collections.Generic;  using System.Linq;  namespace MinerTask  {  class Program  {  static void Main(string[] args)  {  var dict = new Dictionary<string, int>();  while (true)  {  string oreName = Console.ReadLine();  if (oreName == "stop")  {  Console.WriteLine(string.Join(Environment.NewLine,  dict.Select(x => $"{x.Key} -> {x.Value}")));  break;  }  int oreCount = int.Parse(Console.ReadLine());  if (!dict.ContainsKey(oreName))  {  dict[oreName] = oreCount;  }  else  {  dict[oreName] += oreCount;  }  }  }  }  } |