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| using System;  using System.Collections.Generic;  using System.Linq;  namespace SoftUniParking  {  class Program  {  static void Main(string[] args)  {  int commandsCount = int.Parse(Console.ReadLine());  var dict = new Dictionary<string, string>();  for (int i = 0; i < commandsCount; i++)  {  List<string> commandsArgs = Console  .ReadLine()  .Split()  .ToList();  string command = commandsArgs[0];  string name = commandsArgs[1];  switch (command)  {  case "register":  string plateNumber = commandsArgs[2];  if (!dict.ContainsKey(name))  {  dict[name] = plateNumber;  Console.WriteLine($"{name} registered {plateNumber} successfully");  }  else  {  Console.WriteLine($"ERROR: already registered with plate number {plateNumber}");  }  break;  case "unregister":  if (!dict.ContainsKey(name))  {  Console.WriteLine($"ERROR: user {name} not found");  }  else  {  dict.Remove(name);  Console.WriteLine($"{name} unregistered successfully");  }  break;  }  }  Console.WriteLine(string.Join(Environment.NewLine,  dict.Select(x => $"{x.Key} => {x.Value}")));  }  }  } |