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| using System;  using System.Collections.Generic;  using System.Linq;  namespace Ranking  {  class Program  {  static void Main(string[] args)  {  string input;  var dict = new Dictionary<string, string>();  while ((input = Console.ReadLine()) != "end of contests")  {  List<string> inputSplited = input  .Split(":")  .ToList();  string contestName = inputSplited[0];  string contestPassword = inputSplited[1];  if (!dict.ContainsKey(contestName))  {  dict[contestName] = contestPassword;  }  }  var secondDict = new Dictionary<string, Dictionary<string, int>>();  while ((input = Console.ReadLine()) != "end of submissions")  {  List<string> inputSplited = input  .Split("=>")  .ToList();  string contestName = inputSplited[0];  string contestPassword = inputSplited[1];  string username = inputSplited[2];  int points = int.Parse(inputSplited[3]);  if (dict.ContainsKey(contestName))  {  if (contestPassword == dict[contestName])  {  if (!secondDict.ContainsKey(username))  {  secondDict[username] = new Dictionary<string, int>();  }  if (!secondDict[username].ContainsKey(contestName))  {  secondDict[username].Add(contestName, 0);  }  if (points > secondDict[username][contestName])  {  secondDict[username][contestName] = points;  }  }  }  }  var bestCandidate = new Dictionary<string, int>();  foreach (var item in secondDict)  {  bestCandidate[item.Key] = item.Value.Values.Sum();  }  string bestCandidateName = bestCandidate.Keys.Max();  int bestCandidatePoints = bestCandidate.Values.Max();  foreach (var item in bestCandidate)  {  if (item.Value == bestCandidatePoints)  {  Console.WriteLine($"Best candidate is {item.Key} with total {item.Value} points.");  break;  }  }  Console.WriteLine("Ranking:");  foreach (var kvp1 in secondDict.OrderBy(x => x.Key))  {  Console.WriteLine(kvp1.Key);  foreach (var kvp2 in kvp1.Value.OrderByDescending(x => x.Value))  {  Console.WriteLine("# " + kvp2.Key + " -> " + string.Join(" ", kvp2.Value));  }  }  }  }  } |