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| using System;  using System.Linq;  namespace FoldAndSum  {  class Program  {  static void Main(string[] args)  {  int[] array = Console  .ReadLine()  .Split()  .Select(int.Parse)  .ToArray();  int[] leftArray = new int[array.Length / 4];  Console.WriteLine(string.Join(" ",leftArray)); //Remove  int[] rightArray = new int[array.Length / 4];  Console.WriteLine(string.Join(" ", rightArray)); //Remove  for (int i = 0; i < leftArray.Length; i++)  {  leftArray[i] = array[array.Length / 4 - i - 1];  Console.WriteLine(string.Join(" ", leftArray)); //Remove  rightArray[i] = array[array.Length - i - 1];  Console.WriteLine(string.Join(" ", rightArray)); //Remove  }  int[] sumArray = new int[array.Length / 2];  for (int i = 0; i < leftArray.Length; i++)  {  sumArray[i] = leftArray[i] + array[array.Length / 4 + i];  Console.WriteLine(string.Join(" ", sumArray)); //Remove  sumArray[array.Length / 4 + i] = rightArray[i] +  array[array.Length / 2 + i];  Console.WriteLine(string.Join(" ", sumArray)); //Remove  }  Console.WriteLine(string.Join(" ", sumArray));  }  }  } |