List<my\_bridge> safe = new List<my\_bridge>();

List<my\_bridge> rejected = new List<my\_bridge>();

while (BridgeValues.Count > 0)

{

int max\_intersections = 0;

my\_bridge max\_bridge = null;

foreach (my\_bridge Bridges in BridgeValues)

{

int intrCount = bridge\_intersect\_count(Bridges, BridgeValues);

if (intrCount == 0)

{

safe.Add(Bridges);

}

else if (intrCount >= max\_intersections)

{

max\_intersections = intrCount;

max\_bridge = Bridges;

}

}

BridgeValues.Remove(max\_bridge);

foreach (my\_bridge SafeBridge in safe)

{

BridgeValues.Remove(SafeBridge);

}

}

List<int> results = new List<int>();

foreach(my\_bridge br\_res in safe)

{

results.Add(br\_res.id);

}

foreach(int iValue in results)

{

Console.WriteLine(iValue);

}