using System;

using System.Collections.Generic;

public class EmployeeController

{

private static List<string> employees = new List<string> { "Alice", "Bob", "Charlie" };

public IEnumerable<string> Get(){

return employees;}

public string Post(string name){

employees.Add(name);

return "Employee added: " + name;}

public string Delete(int index){

if (index < 0 || index >= employees.Count)

return "Employee not found";

string removed = employees[index];

employees.RemoveAt(index);

return "Deleted: " + removed;}

}

public class SwaggerSimulator

{

public static void ShowEndpoints(){

Console.WriteLine("Swagger UI - Simulated");

Console.WriteLine("=======================");

Console.WriteLine("GET /api/Emp");

Console.WriteLine("POST /api/Emp");

Console.WriteLine("DELETE /api/Emp/{id}");

Console.WriteLine();}

}

public class Program

{

public static void Main()

{

var controller = new EmployeeController();

SwaggerSimulator.ShowEndpoints();

Console.WriteLine(">>> GET /api/Emp");

foreach (var emp in controller.Get()){

Console.WriteLine(emp);}

Console.WriteLine("\n>>> POST /api/Emp");

Console.WriteLine(controller.Post("David"));

Console.WriteLine("\n>>> GET /api/Emp (after POST)");

foreach (var emp in controller.Get())

{

Console.WriteLine(emp);

}

Console.WriteLine("\n>>> DELETE /api/Emp/1");

Console.WriteLine(controller.Delete(1));

Console.WriteLine("\n>>> GET /api/Emp (after DELETE)");

foreach (var emp in controller.Get())

{

Console.WriteLine(emp);}}

}

