using System;

using System.Collections.Generic;

public class ListTest

{

//get names

public static void GetNames(LinkedList<string> nameList)

{

//get name from standard input

Console.WriteLine("Add a name to list.\nType <Ctrl> z and press Enter to terminate input:");

var inputName = Console.ReadLine();

//obtain input until end of file entered

while (inputName != null)

{

//inset name

if (nameList.Find(inputName) == null)

{

nameList.AddLast(inputName);

Console.WriteLine(inputName + "inserted");

}

else // name already exists in list

{

Console.WriteLine(inputName + "exist in List");

}

// get next name

Console.WriteLine("Add a name to list.\nType<Ctrl> z and press Enter to terminate input:");

inputName = Console.ReadLine();

}

}

//search names from List

public static void SearchNames(LinkedList<string> nameList)

{

// get name from standard input

Console.WriteLine("Search a name.\nType <Ctrl> z and press Enter to terminate searching:");

string inputName = Console.ReadLine();

//obtain input until end of file entered

while (inputName != null)

{

//name found

if (nameList.Find(inputName) != null)

{

Console.WriteLine(inputName + "found in list");

}

else // name not found

{

Console.WriteLine(inputName + "not found in list");

}

// get next search name

Console.WriteLine("Search a name.\nType <Ctrl> z and press Enter to terminate searching:");

inputName = Console.ReadLine();

}

}

public static void Main()

{

var nameList = new LinkedList<string>();

GetNames(nameList);//get input from user

SearchNames(nameList);//search for names

}

}