using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Collections;

namespace ConsoleApp5

{

class Program

{

public class Cart

{

public int cart\_id;

public int customer\_id;

public string product\_name;

public int quantity;

}

//public List<Cart> c = new List<Cart>();

static void Main(string[] args)

{

//shopping cart

// cart class --cart id, customerid, product name, quentity (no of items)--no construtor. object intializer -- create generic list.--with cart objects---add item to cart, and remove item to cart.Menu - 1. add 2. remove

//

int option;

List<Cart> c = new List<Cart>();

Console.WriteLine("1. add/n 2.remove");

option = Console.Read();

// Console.WriteLine();

if (option == '1')

{

Console.WriteLine("Adding");

c.Add(

new Cart { cart\_id = 1, customer\_id = 1, product\_name = "nirma", quantity = 2 }

);

}

else

{

c.RemoveAt(0);

Console.WriteLine("remove ");

}

void display()

{

foreach (Cart obj in c)

{

Console.WriteLine(obj.cart\_id);

Console.WriteLine(obj.customer\_id);

Console.WriteLine(obj.product\_name);

Console.WriteLine(obj.quantity);

}

}

// Program obj1 = new Program();

Console.WriteLine("----");

display();

Console.ReadKey();

}

}

}