using System;

using System.Collections.Generic;

using System.Text;

namespace Day6

{

class Program

{

static void Main()

{

Dictionary<char, int> rep = new Dictionary<char, int>();

Console.Write("Enter a String : ");

string word = Console.ReadLine();

for (int i=0;i<word.Length;i++)

{

int count = 0;

foreach (char c in word)

{

if (c == word[i])

{

count++;

}

}

if (!rep.ContainsKey(word[i]))

{

rep.Add(word[i], count);

}

}

foreach (var item in rep)

{

Console.WriteLine("Key = " + item.Key + "; Value = " + item.Value);

}

}

}

}