using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Assign7\_Occurences

{

class Occurences

{

public static void Main(string[] args)

{

int[] size = new int[10];

Console.WriteLine("Enter 10 integers: ");

for (int i = 0; i < 10; i++)

{

size[i] = Convert.ToInt32(Console.ReadLine());

}

Console.WriteLine("Entered integers: ");

Console.WriteLine();

PrintArray(size);

Console.WriteLine();

Console.WriteLine();

Count(size);

Console.ReadLine();

}

public static void PrintArray(int[] size)

{

for (int i = 0; i < 10; i++)

{

Console.Write(size[i] + " ");

}

}

public static void Count(int[] size)

{

for (int i = 0; i < 10; i++)

{

int count = 0;

int value = size[i];

bool prevOccur = false;

for (int v = 0; v < i; v++)

{

if (size[i] == size[v])

{

prevOccur = true;

}

}

if (prevOccur == false)

{

foreach (int n in size)

{

if (value == n)

{

count++;

}

}

Console.WriteLine(value + " occured " + count + " times");

}

}

}

}

}