using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace BloodSystem1

{

class Program

{

static void Main(string[] args)

{

int i;

BloodManager manager = new BloodManager();

do{

Console.WriteLine("\nEnter 1 to register Donor");

Console.WriteLine("\nEnter 2 to ShowAll Donors");

Console.WriteLine("\nEnter 3 to Search Donor");

Console.WriteLine("\nEnter 4 to Edit Donor");

Console.WriteLine("\nEnter 5 for Donor's Count");

Console.WriteLine("\nEnter 6 for Clear Console");

Console.WriteLine("\nEnter 7 to Exit");

i = Convert.ToInt32(Console.ReadLine());

switch (i) {

case 1:

//Register Donor

manager.RegisterDonor();

Console.WriteLine("\npress any Key to Continue");

Console.ReadKey();

break;

case 2:

//Show all Donors

//BloodDonor donor1=new BloodDonor;

foreach (BloodDonor bd in Utility.DonorList) {

manager.ShowAll(bd);

}

Console.WriteLine("\npress any Key to Continue");

Console.ReadKey();

break;

case 3:

//SearchDonor

Console.WriteLine("Enter key to search");

string m = Console.ReadLine();

BloodDonor donor1 = manager.SearchDonor(m);

manager.ShowAll(donor1);

Console.WriteLine("\npress any Key to Continue");

Console.ReadKey();

break;

case 4:

//UpdateDonor

Console.WriteLine("Enter key of donor");

string key = Console.ReadLine();

Console.WriteLine("Enter new name");

string name=Console.ReadLine();

BloodDonor donor2 = manager.UpdateDonor(key,name);

Console.WriteLine("!!!!updated!!! ");

manager.ShowAll(donor2);

Console.WriteLine("\npress any Key to Continue");

Console.ReadKey();

break;

case 5:

//Counter

if (Utility.DonorList.Count() == 0) { Console.WriteLine("\nEmpty list"); }

Console.WriteLine("");

Console.WriteLine("List count = "+Utility.DonorList.Count());

Console.WriteLine("\npress any Key to Continue");

Console.ReadKey();

break;

case 6:

//Clear Console

Console.Clear();

Console.WriteLine("\npress any Key to Continue");

Console.ReadKey();

break;

}

}while(i!=7);

Console.WriteLine ("!!!Thank YOu!!!");

}

}

}

namespace BloodSystem1

{

class BloodDonor

{

public string name { set; get; }

public string address { set; get; }

public int telNo { set; get; }

public string BloodGroup { set; get; }

public string rHfactor { set; get; }

public string key { set; get; }

public string cnic { set; get;}

}

}

namespace BloodSystem1

{

class BloodDonor

{

public string name { set; get; }

public string address { set; get; }

public int telNo { set; get; }

public string BloodGroup { set; get; }

public string rHfactor { set; get; }

public string key { set; get; }

public string cnic { set; get;}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace BloodSystem1

{

class Utility

{

public static List<BloodDonor> DonorList = new List<BloodDonor>();

}

}