using System;

using System.Collections.Generic;

using System.IO;

namespace Lab\_06\_DSA\_Ahsan

{

class Program

{

public static int Table2(int a, int count)

{

if (count==0)

{

return 1;

}

count--;

Console.WriteLine(a);

return Table2(a \* 2, count);

}

public static int Square(int a, int count)

{

if (count == 0)

{

return 1;

}

count--;

Console.Write(a + "\t");

int b = a \* a;

Console.WriteLine(b);

return Square(a + 2, count);

}

public static int task3(int a, int sum)

{

if (a == 0)

{

return sum;

}

else

{

sum += a % 10;

int b = a /= 10;

//Console.WriteLine(sum);

return task3(b, sum);

}

}

static void Main(string[] args)

{

Console.WriteLine("Task no 01 \n");

Console.Write("Enter Limit of Series : ");

int ans = Convert.ToInt32(Console.ReadLine());

Table2(2, ans);

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

Console.Write("\nTask no 02 \n");

Console.Write("Enter Limit of Series: ");

int num = Convert.ToInt32(Console.ReadLine());

Console.WriteLine();

Square(1, num);

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

Console.WriteLine("Task no 03 \n");

Console.Write("Enter NUMBER: ");

int num1 = Convert.ToInt32(Console.ReadLine());

Console.WriteLine();

Console.WriteLine( task3(num1, 0));

}

}

}