class Program

{

static void Main()

{

//3

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

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

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

Thread[]thread = new Thread[c];

for (int j = 0; j < thread.Length; j++)

{

thread[j] = new Thread(() =>

{

for (int i = a; i <= b; i++)

{

Console.WriteLine($"Thread num:{Thread.CurrentThread.ManagedThreadId},{i}");

Thread.Sleep(30);

}

Console.WriteLine("That`s finish");

});

}

foreach(Thread t in thread)

{

t.Start();

}

foreach (Thread t in thread)

{

t.Join();

}

//2

/\* int a = Convert.ToInt32(Console.ReadLine());

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

Thread thread = new Thread(()=>{

for (int i = a; i <= b; i++)

{

Console.WriteLine(i);

Thread.Sleep(30);

}

Console.WriteLine("That`s finish");

});

thread.Start();

thread.Join();

\*/

//1

/\* Thread thread = new Thread(() => {

for (int i = 0; i <= 50; i++)

{

Console.WriteLine(i);

Thread.Sleep(30);

}

Console.WriteLine("That`s finish");

});

thread.Start();

thread.Join();\*/

}

}