using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Fabonacci\_Series\_in\_C\_Sharp

{

internal class Program

{

static void Main(string[] args)

{

Console.WriteLine("\*\*\*\*\*\*\*\*\*\*\*\*Fabonacci Series\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");

Console.WriteLine("Enter the value of num1 for Fabonacci Series: ");

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

Console.WriteLine("Enter the value of num2 for Fabonacci Series: ");

int num2 =Convert.ToInt32(Console.ReadLine());

Console.WriteLine();

Console.WriteLine();

for (int i = 1; i <=10; i++)

{

int result = num1 + num2;//5 10 = 15

Console.WriteLine(result);//10 15 = 25

num1 = num2;// num1=10 num1=15

num2 = result; //num2 =15 num2 =25

}

Console.ReadLine();

}

}

}

