Fib Num

#include “library.h”

void fib\_num(int x, int y){

int t\_1 = 0;

int t\_2 = 1;

int t\_next = 0;

if(x <= y){

if(x == 1){

print(t\_1);

print(" + ");

fib\_num(x+1,y);

}

else if( x == 2){

print(t\_2);

print(" + ");

fib\_num(x+1,y);

}

else{

t\_next = t\_1 + t\_2;

print(t\_next);

print(" + ");

t\_1 = t\_2;

t\_2 = t\_next;

fib\_num(x+1,y);

}

}

}

void main(){

fib\_num(1, 5);

}