```csharp
using System;

class Program
{
    static void Main(string []args)
    {
    Console.WriteLine("99bottlesofpoponthewalllyrics");
    int botellas = 99;
    do
    {
        Console.WriteLine(botellas +" " + "bottles of pop on the wall ");
        Console.WriteLine(botellas +" " + "bottle of pop ");
        Console.WriteLine("if one of those bottles should happen to fall," );
        botellas--;
        Console.WriteLine(botellas + " " + "bottles of pop on the wall");
        Console.WriteLine();
    } while (botellas>1);
    Console.WriteLine(botellas + " " + "bottles of pop on the wall");
    Console.WriteLine(botellas + " " + "bottles of pop");
    Console.WriteLine("No bottles of pop on the wall");
    Console.WriteLine();
    Console.ReadKey();
    }
}
```

```
99bottlesofpoponthewalllyrics
99 bottles of pop on the wall
99 bottle of pop
if one of those bottles should happen to fall,
98 bottles of pop on the wall

98 bottles of pop on the wall
98 bottle of pop
if one of those bottles should happen to fall,
97 bottles of pop on the wall

97 bottles of pop on the wall
97 bottle of pop
if one of those bottles should happen to fall,
96 bottles of pop on the wall

96 bottles of pop on the wall
96 bottle of pop
if one of those bottles should happen to fall,
95 bottles of pop on the wall

95 bottles of pop on the wall
95 bottle of pop
if one of those bottles should happen to fall,
94 bottles of pop on the wall

94 bottles of pop on the wall
94 bottle of pop
if one of those bottles should happen to fall,
93 bottles of pop on the wall

93 bottles of pop on the wall
93 bottle of pop
if one of those bottles should happen to fall,
92 bottles of pop on the wall

92 bottles of pop on the wall
92 bottle of pop
if one of those bottles should happen to fall,
91 bottles of pop on the wall
```