

# Online C# Compiler IDE

```
1 using System;
2 class Program {
3     static void Main(string []args)
4     {
5         Console.WriteLine("99bottlesofpoponthewalillyrics");
6
7         int botellas = 99;
8         do
9         {
10            Console.WriteLine(botellas + " " + "bottles of pop on the wall ");
11            Console.WriteLine(botellas + " " + "bottle of pop ");
12            Console.WriteLine("if one of those bottles should happen to fall," );
13            botellas--;
14            Console.WriteLine(botellas + " " + "bottles of pop on the wall");
15            Console.WriteLine();
16        }
17        while (botellas>1);
18        Console.WriteLine(botellas + " " + "bottles of pop on the wall");
19        Console.WriteLine(botellas + " " + "bottles of pop");
20        Console.WriteLine("No bottles of pop on the wall");    Console.WriteLine();    Console.ReadKey();
21    }
22 }
23
24
25 }
```

## Execute Mode, Version, Inputs & Arguments

mono-6.12.0



Interactive

Stdin Inputs

CommandLine Arguments

Execute



Result

CPU Time: sec(s), Memory: kilobyte(s)

compiled and executed in 1.143 sec(s)

```
99bottlesofpoponthewalillyrics
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
```

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Got it!



19°C Nublado



10:04  
29/09/2022

