using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Addition\_of\_3\_no

{

internal class Program

{

static void Main(string[] args)

{

int n1, n2,n3;

Console.WriteLine("enter no 1");

n1 = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("enter no 2");

n2 = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("enter no 3");

n3 = Convert.ToInt32(Console.ReadLine());

int result = n1 + n2 + n3;

Console.WriteLine("Addition of 3 no=" + result);

Console.ReadLine();

}

}

}