using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading;

using System.Threading.Tasks;

namespace \_23\_Task\_async

{

internal class Program

{

static void Main(string[] args)

{

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

Sum(n);

Console.ReadKey();

}

static void Sum(int n)

{

int s = 1;

for (int i = 0; i < n; i++)

{

s \*= i;

Thread.Sleep(10);

}

Console.WriteLine(s);

}

static async void SumAsync(int n)

{

await Task.Run(()=>Sum(n));

}

//Console.ReadKey();

}

}