



3.

#include &lt;stdio.h&gt;

int fibonacci(int n){

if (n == 0)

return 0;

else if (n == 1)

return 1;

else

return fibonacci(n-1) + fibonacci(n-2);

}

int main(){

int n;

printf("Enter n:");

scanf("%d", &amp;n);

printf("Fibonacci number at position %d = %d\n", n, fibonacci(n));

return 0;

}

OUTPUT :-

Enter n = 28

Fibonacci number at position 28 = 317811



main.c



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Run

Output

Clear

```
1 #include <stdio.h>
2
3 int fibonacci(int n) {
4     if (n == 0)
5         return 0;
6     else if (n == 1)
7         return 1;
8     else
9         return fibonacci(n - 1) + fibonacci(n - 2);
10 }
11
12 int main() {
13     int n;
14
15     printf("Enter n: ");
16     scanf("%d", &n);
17
18     printf("Fibonacci number at position %d = %d\n", n, fibonacci(n));
19
20     return 0;
21 }
```

Enter n: 28  
Fibonacci number at position 28 = 317811

=== Code Execution Successful ===