using System;

using System.Collections.Generic;

using System.ComponentModel.Design;

using System.Diagnostics.Eventing.Reader;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace lab3Q1

{

internal class Program

{

static void Main(string[] args)

{

Console.WriteLine("input the number: ");

int num1 = Convert.ToInt32(Console.ReadLine());

if (num1 % 2 == 0)

{

Console.WriteLine(num1+ " is an even number" );

}

else

{

Console.WriteLine(num1+ " is a odd number ");

}

Console.ReadLine();

}

}

}