using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace GCD

{

static class Global

{

public static int counter;

}

class Program

{

public int GCD(int num1, int num2)

{

if (num1 > num2)

{

int result = num1 % num2;

int multiResult = (num1 - result) / num2;

num1 = num2;

num2 = result;

if (result != 0)

{

GCD(num1, num2);

}

else

{

Global.counter = num1;

Console.WriteLine(num1 + " We are at the third else");

}

}

/\* else if (num2 > num1)

{

int result = num2 % num1;

int multiResult = (num2 - result) / num1;

if (result != 0)

{

GCD(num1, result);

}

else

{

Console.WriteLine(num1 + " We are at the fourth else");

//return num1;

}

}\*/

return Global.counter;

}

static void Main(string[] args)

{

Console.WriteLine("Entter the first number: ");

int var1 = int.Parse(Console.ReadLine());

Console.WriteLine("Entter the second number: ");

int var2 = int.Parse(Console.ReadLine());

Program calc = new Program();

var gcdResult = calc.GCD(var1, var2);

Console.WriteLine("The GCD is " + gcdResult);

Console.ReadLine();

}

}

}