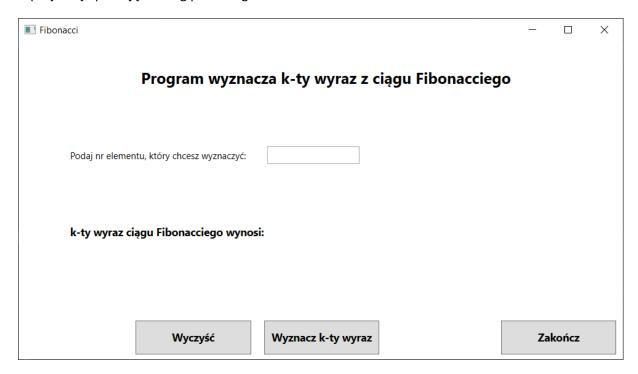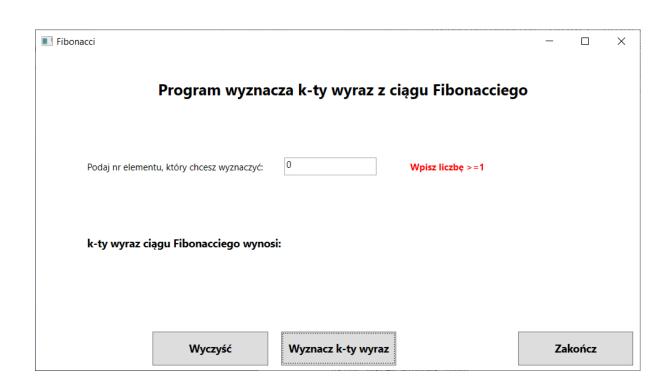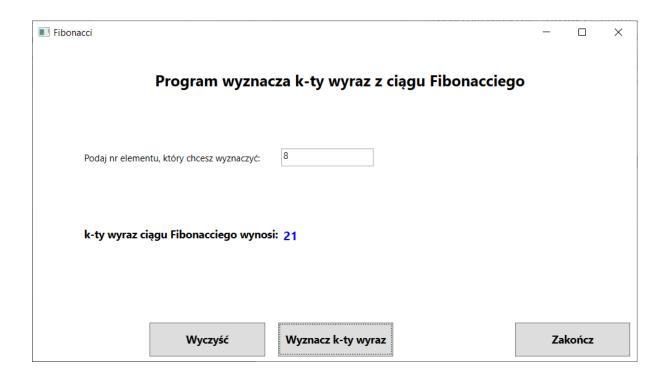Zaprojektuj aplikację według poniższego wzoru

```csharp
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows;
using System.Windows.Controls;
using System.Windows.Data;
using System.Windows.Documents;
using System.Windows.Input;
using System.Windows.Media;
using System.Windows.Media.Imaging;
using System.Windows.Navigation;
using System.Windows.Shapes;

namespace Fib1
{
    /// <summary>
    /// Logika interakcji dla klasy MainWindow.xaml
    /// </summary>
    public partial class MainWindow : Window
    {
        public MainWindow()
        {
            InitializeComponent();
        }

        private void btnZakoncz_Click(object sender, RoutedEventArgs e)
        {
            Close();
        }
```

```csharp
private void btnWyczysc_Click(object sender, RoutedEventArgs e)
{
    txtK.Text = string.Empty;
    lblFib.Content = string.Empty;
    lblKomunikat.Content = string.Empty;
}

private void btnFib_Click(object sender, RoutedEventArgs e)
{
    int fib, k;

    if(int.TryParse(txtK.Text,out k) && k>=1)
    {
        fib = Fib(k);
        lblFib.Content = fib.ToString();
        lblKomunikat.Content = string.Empty;
    }
    else
    {
        lblKomunikat.Content = "Wpisz liczbę >=1";
    }

}

private int Fib(int k)
{
    if(k==1||k==2)
    {
        return 1;
    }
    else
    {
        return Fib(k - 1) + Fib(k - 2);
    }
}

}
}
```