using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace BuzzFizz

{

class Program

{

static void Main(string[] args)

{

int i = 0;

for (i = 1; i < 101; i++)

{

decimal remainder3 = i % 3;

decimal remainder5 = i % 5;

if (remainder3 == 0 && remainder5 != 0)

{

Console.WriteLine("i=" + i + " Buzz");

}

else if (remainder3 == 0 && remainder5 == 0)

{

Console.WriteLine("i=" + i + " BuzzFizz");

}

else if (remainder5 == 0)

{

Console.WriteLine("i=" + i + " Fizz");

}

}

Console.ReadLine();

}

}

}

**RESULTS**

i=3 Buzz

i=5 Fizz

i=6 Buzz

i=9 Buzz

i=10 Fizz

i=12 Buzz

i=15 BuzzFizz

i=18 Buzz

i=20 Fizz

i=21 Buzz

i=24 Buzz

i=25 Fizz

i=27 Buzz

i=30 BuzzFizz

i=33 Buzz

i=35 Fizz

i=36 Buzz

i=39 Buzz

i=40 Fizz

i=42 Buzz

i=45 BuzzFizz

i=48 Buzz

i=50 Fizz

i=51 Buzz

i=54 Buzz

i=55 Fizz

i=57 Buzz

i=60 BuzzFizz

i=63 Buzz

i=65 Fizz

i=66 Buzz

i=69 Buzz

i=70 Fizz

i=72 Buzz

i=75 BuzzFizz

i=78 Buzz

i=80 Fizz

i=81 Buzz

i=84 Buzz

i=85 Fizz

i=87 Buzz

i=90 BuzzFizz

i=93 Buzz

i=95 Fizz

i=96 Buzz

i=99 Buzz

i=100 Fizz