

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace OddOrEven
8 {
9     class Program
10     {
11         static void Main()
12         {
13             // Initialise random variable
14             Random myrnd = new Random();
15
16             // For loop
17             for (int i = 1; i<=10; i++)
18             {
19                 // Initialise variable
20                 int mynumber = myrnd.Next(1, 100);
21                 if (mynumber % 2 == 0)
22                     Console.WriteLine($"{mynumber} is an even number");
23                 else
24                     Console.WriteLine($"{mynumber} is an odd number");
25             }
26         }
27     }
28 }
29
30
```