

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace MyRandomNumbers
8 {
9     class Program
10    {
11        static void Main()
12        {
13            // Random Numbers
14            // Define Data Types for Random Numbers
15            Random myRnd = new Random();
16
17            for (int i=1; i<=10; i++)
18            {
19                // Print Random Number for each Item Number
20                Console.WriteLine($"Item number {i} has the random number of {myRnd.Next(1, 100)}");
21            }
22        }
23    }
24 }
25
```