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| using System;  namespace TribonacciSequence  {  class Program  {  static void Main(string[] args)  {  int counter = int.Parse(Console.ReadLine());  TribonacciSequenceCalculations(counter);  }  static void TribonacciSequenceCalculations(int counter)  {  if (counter > 2)  {  long[] arr = new long[counter];  arr[0] = 1;  arr[1] = 1;  arr[2] = 2;  for (int i = 3; i < counter; i++)  {  arr[i] = arr[i - 1] + arr[i - 2] + arr[i - 3];  }  foreach (var item in arr)  {  Console.Write(item + " ");  }  }  else  {  if (counter <= 0)  {  Console.WriteLine(0);  }  else if (counter == 1)  {  Console.WriteLine(1);  }  else if (counter == 2)  {  Console.WriteLine(1 + " " + 1);  }  }  }  }  } |