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| using System;  using System.Collections.Generic;  namespace RecursiveFibonacci  {  class Program  {  static void Main(string[] args)  {  int n = int.Parse(Console.ReadLine());  Console.WriteLine(getFibonacci(n, new Dictionary<int, long>()));  }  private static long getFibonacci(int n, Dictionary<int, long> dict)  {  if (n == 1 || n == 2)  return 1;  else  {  if (dict.ContainsKey(n))  {  return dict[n];  }  else  {  dict.Add(n, getFibonacci(n - 1, dict) + getFibonacci(n - 2, dict));  return (getFibonacci(n - 1, dict) + getFibonacci(n - 2, dict));  }  }  }  }  } |