```csharp
using System;
namespace Loop
{
  class WhileLoop
  {
    public static void Main(string[] args)
    {
      int i=1, sum=0;
      string answer = "The sum of ";
      Console.WriteLine("This Program calulates the sum of
natural numbers sequentially: 1, 2, 3 ... x");
      Console.WriteLine(" Enter a value for the length of
numbers: ");
      int x = Convert.ToInt32(Console.ReadLine());
      while (i<=x)
      {
        string n = Convert.ToString(i); // Keeping track of the
individual number
        if (i == x){
          answer = answer + n;  //Controlling the last iteration
        }
        else
        {answer = answer + n + " + ";} //normal result as expected
        sum += i;
        i++;
      }
      Console.WriteLine(answer + " is " + sum);
    } } }
```

An Arithmetic Sequence Generator and Summation

```csharp
public static void Main(string[] args)
  {
    int a, d, sum;
    int i = 1;
    string answer = "The Arithmatic Sequence is:  ";
    Console.WriteLine("This Program calulates the sum of an arithmatic series: a, a + d, a + 2d, ..., a + (n-1)d");
    Console.WriteLine(" Enter a value for the first term the series: ");
    a = Convert.ToInt32(Console.ReadLine());
    Console.WriteLine(" Enter a value for the increment for the series: ");
    d = Convert.ToInt32(Console.ReadLine());
    Console.WriteLine(" Enter a value for the length of the series: ");
    int x = Convert.ToInt32(Console.ReadLine());
    sum = a;
    while (i<=x)
    {
    // string n = Convert.ToString(i); // Keeping track of the individual number
      if (i == x){
        answer = answer + (a + (i-1)*d);  //Controlling the last iteration
      }
      else
      {answer = answer + (a + (i-1)*d) + ", ";} //normal result as expected
      sum = sum + (a + (i-1)*d);
      i++;
    }
    sum = sum - a;
     Console.WriteLine(answer);  // displays the sequence
    Console.WriteLine("The Sum for these terms is: " + sum);

  }
```