using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace \_3\_num\_addition

{

class Program

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namespace \_3\_num\_addition

{

class Program

{

static void Main(string[] args)

{

int n1, n2, n3;

Console.WriteLine("enter n1");

n1 = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("enter n2");

n2 = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("enter n3");

n3 = Convert.ToInt32(Console.ReadLine());

int result = n1 + n2 + n3;

Console.WriteLine("addition of 3 num = " + result);

Console.ReadLine();

}

}

}

static void Main(string[] args)

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