Day 1

Property	
Tags	array dynamic-programming hashtable

Converter Class

Let's kick off with a simple task. Design a class named `Converter`. The class should contain `two` main methods;

- `toString` which takes an `integer` as input and should return a `string` representing the literal value of the input.
- `toInteger` which takes a `string` as input and should return an `integer` representing the decimal value of the input.

Your methods should be able to convert the first `50` numbers.

Examples:

```
Converter c;

// Example 1
c.toString(47); // Prints "Fourty Seven"
c.toInteger("Fifty-Two"); // Prints 52

// Example 2
c.toString(3); // Prints "Three"
c.toInteger("Nine"); // Prints 9
```

Note:

- Runtime matters. Faster algorithms will be ranked higher.
- Clean code matters. Ranking will be affected by readability.
- Think about edge cases (i.e typos) like "Twaanty Three"

Optional:

- Can you convert more numbers? (i.e 50+, 100+, 1000+).