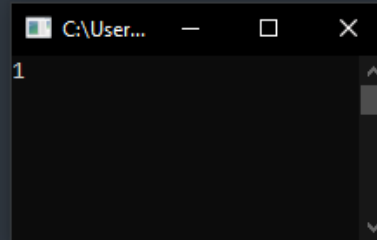
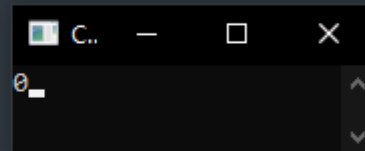


1

```
1  #include <stdio.h>
2  #include <conio.h>
3  int main()
4  {
5      //Initialization
6      int age, teenager;
7
8      //assignment of value for age
9      age = 15;
10
11     //simplification of if statement
12     teenager = (age <= 19);
13
14     //checking the value of teenager
15     printf("%d", teenager);
16
17     //stops the program for closing immediately
18     getch();
19
20     return 0;
21 }
```



```
1  #include <stdio.h>
2  #include <conio.h>
3  int main()
4  {
5      //Initialization
6      int age, teenager;
7
8      //assignment of value for age
9      age = 20;
10
11     //simplification of if statement
12     teenager = (age <= 19);
13
14     //checking the value of teenager
15     printf("%d", teenager);
16
17     //stops the program for closing immediately
18     getch();
19
20     return 0;
21 }
```



2

```
//Outputs for 10 and numbers with unique spellings
if (num==10)
    printf("ten");
else if (num==11)
    printf("eleven");
else if (num==12)
    printf("twelve");
else if (num==13)
    printf("thirteen");
else if (num==15)
    printf("fifteen");

//Outputs for numbers with generic spellings but have "teen" in their name
else if (tennum==1 && tennum < 2){
    if (onenum==4)
        printf("four");
    else if (onenum==6)
        printf("six");
    else if (onenum==7)
        printf("seven");
    else if (onenum==8)
        printf("eight");
    else if (onenum==9)
        printf("nine");

    printf("teen");
}

//Outputs for tens digit of numbers with generic spellings
else {
    if (tennum == 2)
        printf("twenty ");
    else if (tennum == 3)
        printf("thirty ");
    else if (tennum == 4)
        printf("forty ");
    else if (tennum == 5)
        printf("fifty ");
    else if (tennum == 6)
        printf("sixty ");
    else if (tennum == 7)
        printf("seventy ");
    else if (tennum == 8)
        printf("eighty ");
    else if (tennum == 9)
        printf("ninety ");

    //Outputs for ones digit of numbers with generic spellings
    if (onenum == 1)
        printf("one");
    else if (onenum == 2)
        printf("two");
    else if (onenum == 3)
        printf("three");
    else if (onenum == 4)
        printf("four");
    else if (onenum == 5)
        printf("five");
    else if (onenum == 6)
        printf("six");
    else if (onenum == 7)
        printf("seven");
    else if (onenum == 8)
        printf("eight");
    else if (onenum == 9)
        printf("nine");
}
```

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Enter a 2-digit number: 11  
Number entered in words: eleven