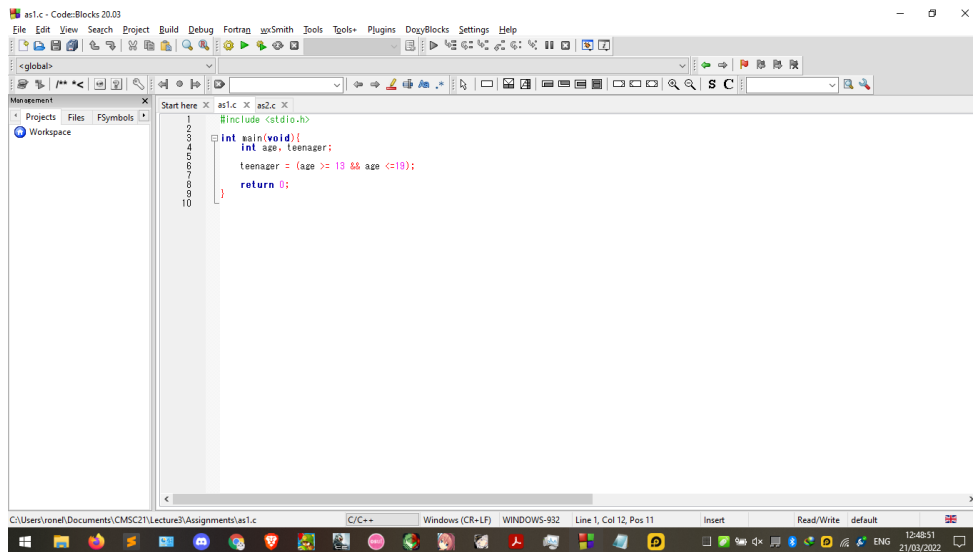
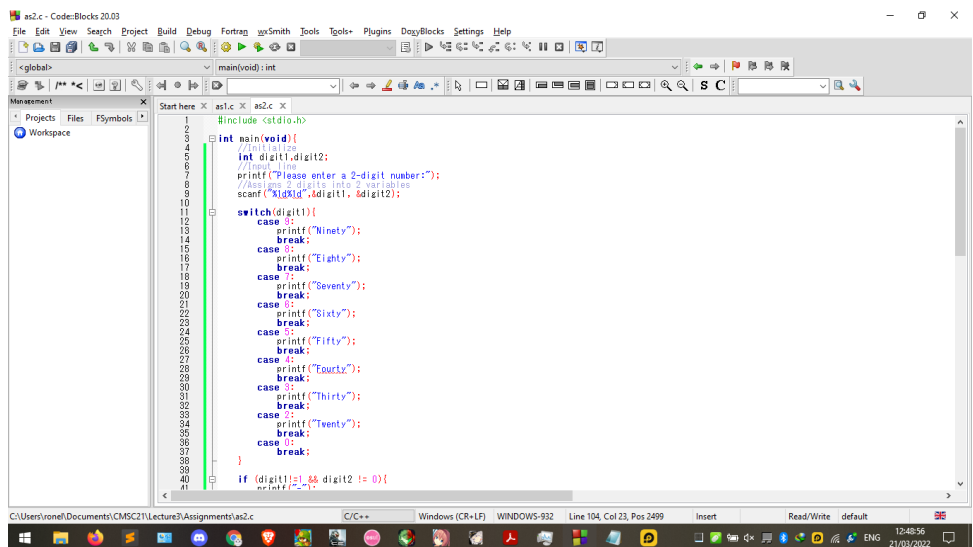


1.

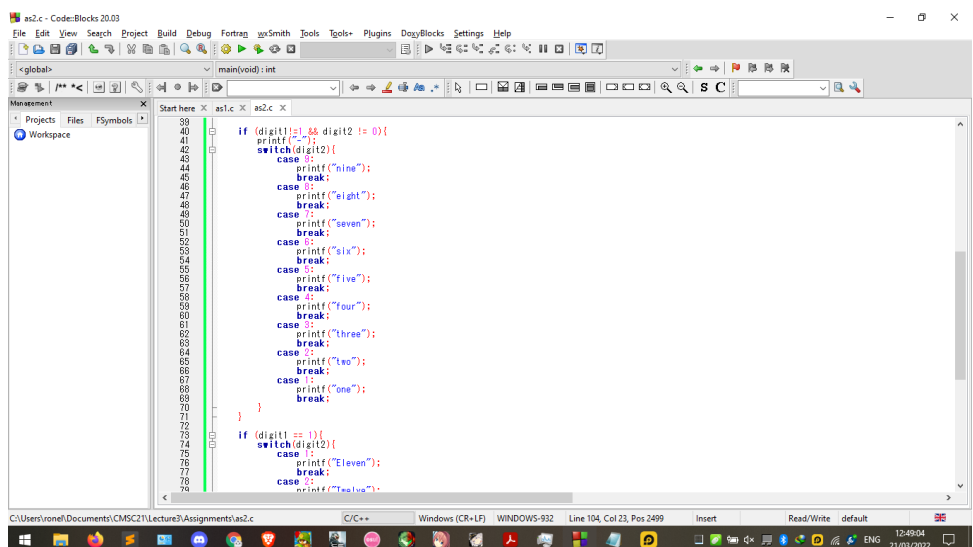


```
1 #include <stdio.h>
2
3 int isTeenager(int age) {
4     return (age >= 13 && age <= 19);
5 }
6
7 int main(void) {
8     return 0;
9 }
```

2.



```
1 #include <stdio.h>
2
3 int isTwoDigit(int num) {
4     return (num >= 10 && num < 100);
5 }
6
7 int main(void) {
8     int digit1, digit2;
9     printf("Please enter a 2-digit number:");
10    scanf("%d", &digit1);
11    switch(digit1) {
12        case 9: printf("Nine"); break;
13        case 8: printf("Eight"); break;
14        case 7: printf("Seven"); break;
15        case 6: printf("Six"); break;
16        case 5: printf("Five"); break;
17        case 4: printf("Four"); break;
18        case 3: printf("Three"); break;
19        case 2: printf("Two"); break;
20        case 1: printf("One"); break;
21    }
22    if (digit1 != 0 && digit2 != 0) {
23        printf("-");
24    }
25 }
```



```
1 #include <stdio.h>
2
3 int isOneDigit(int num) {
4     return (num >= 0 && num < 10);
5 }
6
7 int main(void) {
8     int digit1, digit2;
9     printf("Please enter a 2-digit number:");
10    scanf("%d", &digit1);
11    switch(digit1) {
12        case 9: printf("Nine"); break;
13        case 8: printf("Eight"); break;
14        case 7: printf("Seven"); break;
15        case 6: printf("Six"); break;
16        case 5: printf("Five"); break;
17        case 4: printf("Four"); break;
18        case 3: printf("Three"); break;
19        case 2: printf("Two"); break;
20        case 1: printf("One"); break;
21    }
22    if (digit1 != 0 && digit2 != 0) {
23        printf("-");
24    }
25 }
```

Name: Carl Jorenz Gimeno

The first screenshot shows the Code::Blocks IDE with a C++ file named `as2.c`. The code is a switch statement that takes a 2-digit number as input and prints the corresponding word (e.g., "Eleven", "Twelve", etc.). The code is as follows:

```
70 }  
71 }  
72 }  
73 }  
74 if (digit1 == 1){  
75     switch(digit2){  
76     case 1:  
77         printf("Eleven");  
78         break;  
79     case 2:  
80         printf("Twelve");  
81         break;  
82     case 3:  
83         printf("Thirteen");  
84         break;  
85     case 4:  
86         printf("Fourteen");  
87         break;  
88     case 5:  
89         printf("Fifteen");  
90         break;  
91     case 6:  
92         printf("Sixteen");  
93         break;  
94     case 7:  
95         printf("Seventeen");  
96         break;  
97     case 8:  
98         printf("Eighteen");  
99         break;  
100    case 9:  
101        printf("Nineteen");  
102        break;  
103    case 0:  
104        printf("Ten");  
105        break;  
106    }  
107 }  
108 }  
109 return 0;  
110 }
```

The second screenshot shows the same IDE with the program executed. The output window displays the following text:

```
C:\Users\ronef\Documents\CMSC21\Lecture3\Assignments\as2.exe  
Please enter a 2-digit number: 69  
Sixty-nine  
Process returned 0 (0x0)   execution time : 2.729 s  
Press any key to continue.
```

Github: <https://github.com/CarlJorenzGimeno/CMSC21>