1.

```
if (age >= 13 && age <= 19);
    teenager = true;

else;
    teenager = false;
```

2.

```
#include <stdio.h>

int main(){
    int digit1, digit2;

    // Prompt
    printf ("Please Enter a 2-digit number: ");
    scanf ("%1d%1d", &digit1, &digit2);

// tens digit
    switch (digit1){
        // 11-19
        case 1:
            switch (digit2){
                case 0:
                    printf ("ten");
                    return 0;
                case 1:
                    printf ('eleven');
                    return 0;
                case 2:
                    printf ("twelve");
                    return 0;
                case 3:
                    printf ('thirteen');
                    return 0;
                case 4:
                    printf ("fourteen");
                    return 0;
                case 5:
                    printf ('fifteen');
                    return 0;
                case 6:
                    printf ("sixteen");
                    return 0;
                case 7:
                    printf ('seventeen');
```

```
                return 0;
            case 8:
                printf ('eighteen');
                return 0;
            case 9:
                printf ("nineteen");
                return 0;
        }

    // 20+
    case 2:
        printf ("twenty");
        break;
    // 30+
    case 3:
        printf ("thirty");
        break;
    // 40+
    case 4:
        printf ("forty");
        break;
    // 50+
    case 5:
        printf ("fifty");
        break;
    // 60+
    case 6:
        printf ("sixty");
        break;
    // 70+
    case 7:
        printf ("seventy");
        break;
    // 80+
    case 8:
        printf ("eighty");
        break;
```

```
        // 90+
        case 9:
            printf ("ninety");
            break;

    }

// ones digit
switch (digit2){
        // 1
        case 1:
            printf ("-one");
            return 0;
        // 2
        case 2:
            printf ("-two");
            return 0;
        // 3
        case 3:
            printf ("-three");
            return 0;
        // 4
        case 4:
            printf ("-four");
            return 0;
        // 5
        case 5:
            printf ("-five");
            return 0;
        // 6
        case 6:
            printf ("-six");
            return 0;
        // 7
        case 7:
            printf ("-seven");
            return 0;
        // 8
        case 8:
            printf ("-eight");
            return 0;
        // 9
        case 9:
            printf ("-nine");
            return 0;

    }
    return 0;
}
```