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Objective

if and else are two of the most frequently used conditionals in C/C++, and they enable you to execute zero or one conditional statement among many such dependent conditional statements. We use them in the following ways:

1. `if`: This executes the body of bracketed code starting with ***statement1*** if ***condition*** evaluates to true.

```
if (condition) {
   statement1;
   ...
}
```

2. `if - else`: This executes the body of bracketed code starting with ***statement1*** if ***condition*** evaluates to true, or it executes the body of code starting with ***statement2*** if ***condition*** evaluates to false. Note that only one of the bracketed code sections will ever be executed.

```
if (condition) {
   statement1;
   ...
}
else {
   statement2;
   ...
}
```

3. `if - else if - else`: In this structure, dependent statements are chained together and the ***condition*** for each statement is only checked if all prior conditions in the chain are evaluated to false. Once a ***condition*** evaluates to true, the bracketed code associated with that statement is executed and the program then skips to the end of the chain of statements and continues executing. If each ***condition*** in the chain evaluates to false, then the body of bracketed code in the else block at the end is executed.

Change Theme Language: C

```
{
    char* n_endptr;
    char* n_str = readline();
    int n = strtol(n_str, &n_endptr, 10);

    if (n_endptr == n_str || *n_endptr != '\0') { exit(EXIT_FAILURE); }

    // Write Your Code Here

    if( n == 1)
        printf("one");
    else if( n == 2)
        printf("two");
    else if( n == 3)
        printf("three");
    else if( n == 4)
        printf("four");
    else if( n == 5)
        printf("five");
    else if( n == 6)
        printf("six");
    else if( n == 7)
        printf("seven");
    else if( n == 8)
        printf("eight");
    else if( n == 9)
        printf("nine");
    else
        printf("Greater than 9");


    return 0;
}

char* readline() {
    size_t alloc_length = 1024;
    size_t data_length = 0;
    char* data = malloc(alloc_length);

    while (true) {
        char* cursor = data + data_length;
```

--INSERT--   Line: 38 Col: 22