Selection Statements

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1. **Code:**

```c
#include<stdio.h>

int main(){
    int age, teenager;
    printf("Enter age: ");
    scanf("%d", &age);
    if (age >= 13 && age <= 19){
        teenager = 1;}
    else{
        teenager = 0;}
    printf("%d", teenager);
    return 0;}
```

Outputs:

```
Enter age: 15
1
```

```
Enter age: 11
0
```

```
Enter age: 20
0
```

2. **Code:**

```c
#include<stdio.h>

int main(){
    int number = 0;
    while (number < 10 || number > 99){
        printf("Enter a two-digit number: ");
        scanf("%d", &number);
        if (number < 10 || number > 99){
            printf("[ERROR] Input is out of range.\n\n");
        }}
    int ones, tens;
    ones = number % 10;
    tens = (number / 10) % 10;
    printf("Number entered in words: ");
```

```
15
16      if (tens == 1){
17          switch(ones){
18              case 0: printf("ten");
19                      return 0;
20              case 1: printf("eleven");
21                      return 0;
22              case 2: printf("twelve");
23                      return 0;
24              case 3: printf("thirteen");
25                      return 0;
26              case 4: printf("fourteen");
27                      return 0;
28              case 5: printf("fifteen");
29                      return 0;
30              case 6: printf("sixteen");
31                      return 0;
32              case 7: printf("seventeen");
33                      return 0;
34              case 8: printf("eighteen");
35                      return 0;
36              case 9: printf("nineteen");
37                      return 0;
38          }
39      }
```

```
40      else{
41          switch(tens){
42              case 2: printf("twenty");
43                      break;
44              case 3: printf("thirty");
45                      break;
46              case 4: printf("forty");
47                      break;
48              case 5: printf("fifty");
49                      break;
50              case 6: printf("sixty");
51                      break;
52              case 7: printf("seventy");
53                      break;
54              case 8: printf("eighty");
55                      break;
56              case 9: printf("ninety");
57                      break;
```

```
58          }
59          switch(ones){
60              case 1: printf("-one");
61                  break;
62              case 2: printf("-two");
63                  break;
64              case 3: printf("-three");
65                  break;
66              case 4: printf("-four");
67                  break;
68              case 5: printf("-five");
69                  break;
70              case 6: printf("-six");
71                  break;
72              case 7: printf("-seven");
73                  break;
74              case 8: printf("-eight");
75                  break;
76              case 9: printf("-nine");
77                  break;
78          }
79      }
80      return 0;
81  }
```

Outputs:

```
Enter a two-digit number: 45
Number entered in words: forty-five
```

```
Enter a two-digit number: 9
[ERROR] Input is out of range.

Enter a two-digit number: 100
[ERROR] Input is out of range.

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