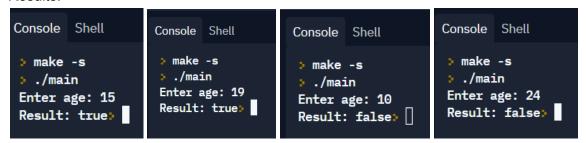
## Ron Paolo Molejona

1.

```
as1.c ×
  1 #include <stdio.h>
  2 #include <stdbool.h>
  4 v int main(void) {
        int age;
       bool teenager = false;
       printf("Enter age: ");
 10
       scanf("%d", &age);
 11
 12
       if (age >= 13 && age <= 19)
       {
 13 ,
 14
          teenager = true;
 15
 17
       printf("Result: %s", teenager ? "true" : "false");
 18
 19
      return 0;
  21
```

## Results:



```
as2.c ×
   1 #include <stdio.h>
   3 int main(void)
   4 , {
        int num, ones, tens;
        printf("Enter a two-digit number: ");
        scanf("%d", &num);
        printf("Number entered in words: ");
        if (num == 11)
          printf("eleven");
        else if ( num == 12)
  18 ,
          printf("twelve");
          ones = num % 10;
          tens = num - ones;
          if (tens == 10)
            if (ones == 3)
              printf("thirteen");
            else if (ones == 4)
              printf("fourteen");
            else if (ones == 5)
              printf("fifteen");
            else if (ones == 6)
              printf("sixteen");
            else if (ones == 7)
              printf("seventeen");
            else if (ones == 8)
              printf("eighteen");
            else if (ones == 9)
              printf("nineteen");
              printf("ten");
```

```
else if (tens == 20)
58 <sub>v</sub>
          printf("twenty");
61
         else if (tens == 30)
62 <sub>v</sub>
63
          printf("thirty");
64
65
         else if (tens == 40)
66 <sub>v</sub>
          printf("fourty");
         else if (tens == 50)
70 ,
           printf("fifty");
72
         else if (tens == 60)
          printf("sixty");
         else if (tens == 70)
           printf("seventy");
81
         else if (tens == 80)
82 <sub>v</sub>
83
           printf("eighty");
84
         else if (tens == 90)
          printf("ninety");
```

```
89
        if (tens >= 20)
          if (ones == 1)
            printf("-one");
          else if (ones == 2)
            printf("-two");
          else if (ones == 3)
            printf("-three");
          else if (ones == 4)
            printf("-four");
          else if (ones == 5)
            printf("-five");
          else if (ones == 6)
            printf("-six");
          else if (ones == 7)
            printf("-seven");
          else if (ones == 8)
```

## Results:



