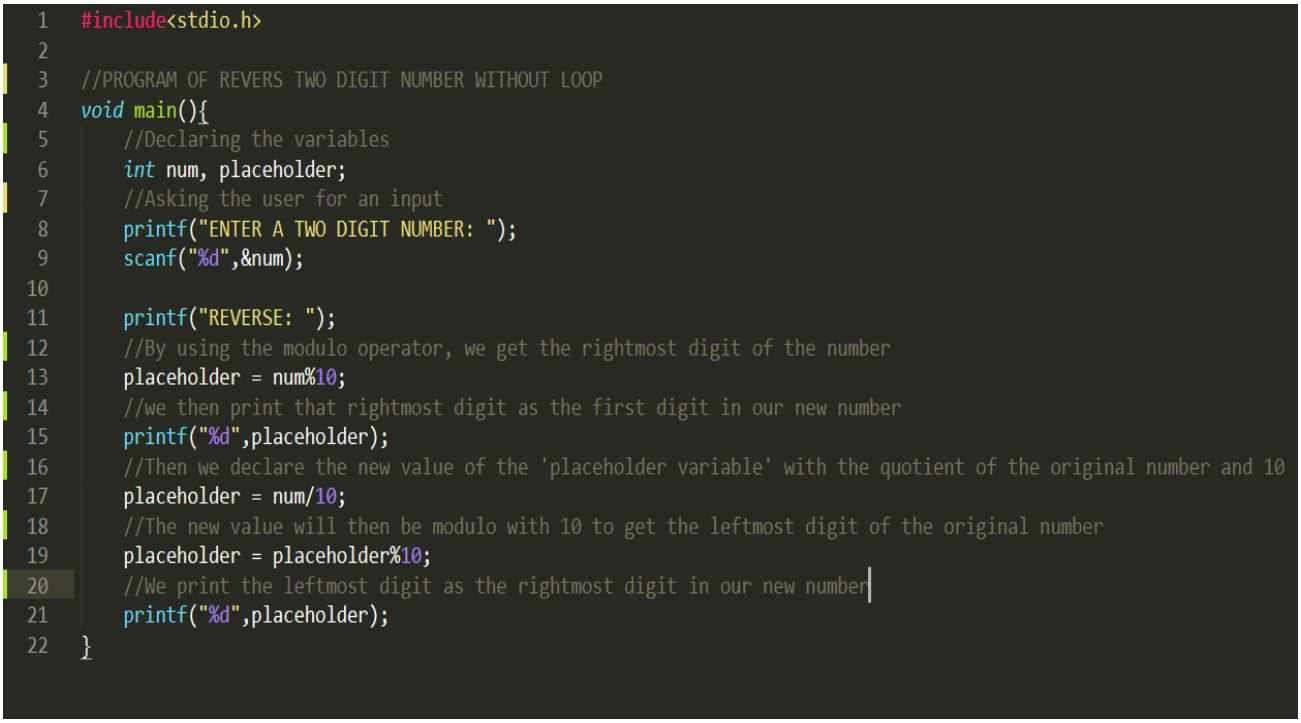
1. 

```c
#include<stdio.h>

//PROGRAM OF REVERS TWO DIGIT NUMBER WITHOUT LOOP
void main(){
    //Declaring the variables
    int num, placeholder;
    //Asking the user for an input
    printf("ENTER A TWO DIGIT NUMBER: ");
    scanf("%d",&num);

    printf("REVERSE: ");
    //By using the modulo operator, we get the rightmost digit of the number
    placeholder = num%10;
    //we then print that rightmost digit as the first digit in our new number
    printf("%d",placeholder);
    //Then we declare the new value of the 'placeholder variable' with the quotient of the original number and 10
    placeholder = num/10;
    //The new value will then be modulo with 10 to get the leftmost digit of the original number
    placeholder = placeholder%10;
    //We print the leftmost digit as the rightmost digit in our new number
    printf("%d",placeholder);
}
```

Example Output:

```
C:\Users\Kurt Matthew Amodia\Desktop\CMSC21\Lecture2\Assignments>gcc -o as1 as1.c

C:\Users\Kurt Matthew Amodia\Desktop\CMSC21\Lecture2\Assignments>as1
ENTER A TWO DIGIT NUMBER: 23
REVERSE: 32
```

2.

```c
#include<stdio.h>

//PROGRAM OF REVERS THREE DIGIT NUMBER WITHOUT LOOP
void main(){
    //Declaring the variables
    int num, placeholder;
    //Asking the user for an input
    printf("ENTER A THREE DIGIT NUMBER: ");
    scanf("%d",&num);

    printf("REVERSE: ");
    //By using the modulo operator, we get the rightmost digit of the number
    placeholder = num%10;
    //we then print that rightmost digit as the first digit in our new number
    printf("%d",placeholder);
    //Then we declare the new value of the 'placeholder variable' with the quotient of the original number and 10
    //By doing so, we get the two leftmost digit and the middle digit in the original number
    placeholder = num/10;
    //The new value will then be modulo with 10 to get the middle digit of the original number
    placeholder = placeholder%10;
    //we then print that middle digit as the middle digit in our new number
    printf("%d",placeholder);
    //Again, we divide the temporary number with 10 to get the remaining digits of the original number
    placeholder = num/10;
    //Then we declare the new value of the 'placeholder variable' with the quotient of the temporary number and 10
    //By doing so, we get the two leftmost digit of the original number
    placeholder = placeholder/10;
    //we then print that leftmost digit as the rightmost digit in our new number
    printf("%d",placeholder);
}
```

Example Output:

```
C:\Users\Kurt Matthew Amodia\Desktop\CMSC21\Lecture2\Assignments>as2
ENTER A THREE DIGIT NUMBER: 567
REVERSE: 765
```

3. a.) 1
   b.) 0
   c.) 18 8 9
   d.) 12 1 1