

LECTURE 3 ASSIGNMENT

SELECTION STATEMENT

1.

```
1 // Preprocessor Directives
2 #include <stdio.h>
3 #include <stdlib.h>
4
5 // where the program begins
6 int main()
7 {
8     // declaring the variable using int variable type since it will be ask for an input
9     int age;
10    // printing the instruction
11    printf ("Enter age: ");
12    scanf ("%d", &age); // value will be stored in the age variable
13
14    // conditional statement for ages 13-19 to be called teenager
15    if (age >= 13 && age <= 19);
16    printf ("Teenager? %d", (age >= 13 && age <= 19));
17    // instead answering true or false in the given input, it will be '1' for "true" and '0' for "false"
18    // since c program don't generate true or false as an answer
19    return 0;
20 }
```

2. .

```
1 // Preprocessor Directives
2 #include <stdio.h>
3 #include <stdlib.h>
4
5 // where the program begins
6 int main(void)
7 {
8     // declaring the variables in an integer variable type
9     int first, second;
10
11    // printing of instruction
12    printf("Enter two digit number: ");
13    scanf("%d%d", &first, &second); // used %ld twice so that only the first two numbers will be stored in the
14    // because if there's no %ld, the program will not display an output
15    printf("Number entered in words: "); // dispayed output
16    // putting conditional so that the number will be breakdown into two
17    if (first == 1) { // says here that if the first number is one, it will be pass on the switch case and will
18    // switch case is used when we have a number of options to choose from and each one requires a distinct task to
19    // the variable second will be the one to be evaluated in the switch block
20        switch (second % 10) { // getting the remainder because in that way will determine the second
21        //break is for the program flow to come out of the switch body
22            case 0: //
23                printf ("Ten"); // if the answer is zero
24                break;
25            case 1:
26                printf ("Eleven"); // if the answer is one
27                break;
28            case 2:
29                printf ("Twelve"); // if the answer is two
30                break;
31            case 3:
32                printf ("Thirteen"); // if the answer is three
33                break;
34            case 4:
35                printf ("Fourteen"); // if the answer is four
36                break;
37            case 5:
38                printf ("Fifteen"); // if the answer is five
39                break;
40            case 6:
41                printf ("Sixteen"); // if the answer is six
42                break;
43            case 7:
44                printf ("Seventeen"); // if the answer is seven
45                break;
46            case 8:
47                printf ("Eighteen"); // if the answer is eight
48                break;
49            case 9:
50                printf ("Nineteen"); // if the answer is nine
51                break;
52        }
53    }
```

```

54 else{
55
56 // the following code is already outside of the conditional
57 switch (first % 10) { // the first digit will be evaluated
58 // break is for the program flow to come out of the switch body
59 case 2:
60     printf ("Twenty"); // if the first digit is two
61     break;
62 case 3:
63     printf ("Thirty"); // if the first digit is three
64     break;
65 case 4:
66     printf ("Forty"); // if the first digit is four
67     break;
68 case 5:
69     printf ("Fifty"); // if the first digit is five
70     break;
71 case 6:
72     printf ("Sixty"); // if the first digit is six
73     break;
74 case 7:
75     printf ("Seventy"); // if the first digit is seven
76     break;
77 case 8:
78     printf ("Eighty"); // if the first digit is eight
79     break;
80 case 9:
81     printf ("Ninety"); // if the first digit is nine
82     break;
83 }
84 switch (second % 10) { // and then the second digit will be evaluated
85 // by also getting the remainder of the second digit when diving to 10
86 // break is for the program flow to come out of the switch body
87 case 0: // if the answer is zero
88     break;
89 case 1:
90     printf ("-one"); // if the answer is one
91     break;
92 case 2:
93     printf ("-two"); // if the answer is two
94     break;
95 case 3:
96     printf ("-three"); // if the answer is three
97     break;
98 case 4:
99     printf ("-four"); // if the answer is four
100    break;
101 case 5:
102     printf ("-five"); // if the answer is five
103     break;
104 case 6:
105     printf ("-six"); // if the answer is six
106     break;
107 case 7:
108     printf ("-seven"); // if the answer is seven
109     break;
110 case 8:
111     printf ("-eight"); // if the answer is eight
112     break;
113 case 9:
114     printf ("-nine"); // if the answer is nine
115     break;
116 }
117 }
118
119 return 0;
120 }

```