Selection Statements Lecture 3 Assignments

1.) The following if statement is unnecessarily complicated. Simplify it as much as possible

```c
#include<stdio.h>
     //1 is true and 0 is False//
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;
}
```

```
"C:\Users\Hp\Desktop\Lecture 3\as1.exe"
Enter age: 25
0
Process returned 0 (0x0)   execution time : 8.546 s
Press any key to continue.
```

2. Write a C program that does the following:

Enter a two-digit number: 25
Number entered in words: twenty-five

```c
#include <stdio.h> // directive preprocessor

int main(void) //called type of function
{
    int num1, num2;

    printf("Enter 2-digit number ");
    scanf("%1d%1d", &num1, &num2);  // using specified integers first and second digit

    printf("You have entered: ");

    // print word for the first digit
    switch (num1)
    {
        case 1:
            // special case for numbers between 11-19
            switch (num2)
            {
                case 0:
                    printf("ten");
                    return 0;
                case 1:
                    printf("eleven");
                    return 0;
                case 2:
                    printf("twelve");
                    return 0;
                case 3:
                    printf("thirteen");
                    return 0;
                case 4:
                    printf("fourteen");
```

Start here | as1.c | as2.c

```
            break;
        case 4:
            printf("forty");
            break;
        case 5:
            printf("fifty");
            break;
        case 6:
            printf("sixty");
            break;
        case 7:
            printf("seventy");
            break;
        case 8:
            printf("eighty");
            break;
        case 9:
            printf("ninety");
            break;
    }

    // print word for the second digit
    switch (num2)
    {
        case 1:
            printf("-one");
            break;
        case 2:
            printf("-two");
            break;
        case 3:
            printf("-three");
```

Start here | as1.c | as2.c

```
        case 1:
            printf("-one");
            break;
        case 2:
            printf("-two");
            break;
        case 3:
            printf("-three");
            break;
        case 4:
            printf("-four");
            break;
        case 5:
            printf("-five");
            break;
        case 6:
            printf("-six");
            break;
        case 7:
            printf("-seven");
            break;
        case 8:
            printf("-eight");
            break;
        case 9:
            printf("-nine");
            break;
    }

    return 0; //return value to end the function
}
```