

1.

```
as1.c  x  as2.c  x
1 //checks if the user is a teenager
2
3 #include <stdio.h>
4
5 int main(void){
6
7     int age; //declares data type and variable names
8
9     //asks for input
10    printf("Enter your age: ");
11    scanf("%d", &age);
12
13    //checks if the age is between the range 13-19 then prints result
14    if (age >= 13 && age <= 19){
15        printf("You're a teenager. \n");
16    }
17    else{
18        printf("You are not a teenager. \n");
19    }
20
21    return 0;
22 }
23
```

2.

```
as1.c  x  as2.c  x
1 //convert 2-digit number to words
2
3 #include <stdio.h>
4
5 int main(void){
6
7     int first_digit, second_digit; //declares data type and variable names
8
9     //asks for input
10    printf("Enter two digits: ");
11    scanf("%1d%1d",&first_digit,&second_digit);
12
13    /*checks if the first digit is 1 and divides the second digit by 10
14    then get the remainder*/
15    //displays the result
16
17    if (first_digit == 1) {
18        switch(second_digit % 10) {
19            case 0: printf("ten \n"); break;
20            case 1: printf("eleven \n"); break;
21            case 2: printf("twelve \n"); break;
22            case 3: printf("thirteen \n"); break;
23            case 4: printf("fourteen \n"); break;
24            case 5: printf("fifteen \n"); break;
25            case 6: printf("sixteen \n"); break;
26            case 7: printf("seventeen \n"); break;
27            case 8: printf("eighteen \n"); break;
28            case 9: printf("nineteen \n"); break;
29        }
30    }
31    return 0;
32 }
```

```
as1.c  as2.c
33      /*if the first number is not equal to 1, the program will divide
34      the first digit and second digit by 10 then get the remainder*/
35      //prints result
36
37      switch(first_digit % 10) {
38          case 0: printf("zero \n"); break;
39          case 1: printf("ten \n"); break;
40          case 2: printf("twenty"); break;
41          case 3: printf("thirty"); break;
42          case 4: printf("forty"); break;
43          case 5: printf("fifty"); break;
44          case 6: printf("sixty"); break;
45          case 7: printf("seventy"); break;
46          case 8: printf("eighty"); break;
47          case 9: printf("ninety"); break;
48      }
49      switch(second_digit % 10) {
50          case 0: break;
51          case 1: printf("-one \n"); break;
52          case 2: printf("-two \n"); break;
53          case 3: printf("-three \n"); break;
54          case 4: printf("-four \n"); break;
55          case 5: printf("-five \n"); break;
56          case 6: printf("-six \n"); break;
57          case 7: printf("-seven \n"); break;
58          case 8: printf("-eight \n"); break;
59          case 9: printf("-nine \n"); break;
60      }
61
62      return 0;
63  }
```