#include <stdio.h>

void print\_Data(temp2,count);

int main()

{

unsigned int num,temp,temp1,temp2,count=0;

printf("Enter the number: ");

scanf("%d",&num);

temp1=num;

while(num)

{

temp2=num%10;

num=num/10;

count++;

}

num = temp1;

temp2=0;

while(num)

{

temp2 = temp2\*10+num%10;

num = num/10;

}

print\_Data(temp2,count);

}

void print\_Data(unsigned int num, int count)

{

unsigned int data=0;

while(num || count)

{

data = num%10;

if(count==1)

{

call\_data\_ones(data);

printf("rupees \n");

}

else if(count == 2)

call\_data\_tens(data);

else if(count == 3)

{

call\_data\_hundreds(data);

printf("hundred ");

}

else if(count==4)

{

call\_data\_thousand(data);

printf("thousand ");

}

else if(count==5)

call\_data\_thousands(data);

else if(count == 6)

{

call\_data\_lack(data);

printf("lack ");

}

else if(count == 7)

call\_data\_lacks(data);

else if(count == 8)

{

call\_data\_crore(data);

printf("crore ");

}

else if(count == 9)

call\_data\_crores(data);

num = num/10;

count--;

}

}

void call\_data\_ones(unsigned data)

{

if(data == 1)

printf("one ");

else if(data == 2)

printf("two ");

else if(data == 3)

printf("three ");

else if(data == 4)

printf("four ");

else if(data == 5)

printf("five ");

else if(data == 6)

printf("six ");

else if(data == 7)

printf("seven ");

else if(data == 8)

printf("eight ");

else if(data == 9)

printf("nine ");

}

void call\_data\_tens(unsigned data)

{

if(data == 1)

printf("one ");

else if(data == 2)

printf("twenty ");

else if(data == 3)

printf("thirty ");

else if(data == 4)

printf("fourty ");

else if(data == 5)

printf("fifty ");

else if(data == 6)

printf("sixty ");

else if(data == 7)

printf("seventy ");

else if(data == 8)

printf("eighty ");

else if(data == 9)

printf("ninety ");

}

void call\_data\_hundreds(unsigned data)

{

call\_data\_ones(data);

}

void call\_data\_thousand(unsigned data)

{

call\_data\_ones(data);

}

void call\_data\_thousands(unsigned data)

{

call\_data\_tens(data);

}

void call\_data\_lack(unsigned data)

{

call\_data\_ones(data);

}

void call\_data\_lacks(unsigned data)

{

call\_data\_tens(data);

}

void call\_data\_crore(unsigned data)

{

call\_data\_ones(data);

}

void call\_data\_crores(unsigned data)

{

call\_data\_tens(data);

}