

1.

```
if (age > 12) && (age < 20)
{
    teenager = true;
}
else
{
    teenager = false;
}
```

2.

```
#include <stdio.h>

int main(void)
{
    int ones, tens;

    printf("Enter a two-digit number: ");
    scanf("%ld%ld", &ones, &tens);

    printf("Number entered in words: ");

    switch (ones)
    {
        // prints for tens digit
        case 1:
            // special cases for 11-19
            if (tens == 0)
            {
                printf("ten");
                exit(0);
            }
            if (tens == 1)
            {
                printf("eleven");
                exit(0);
            }
            if (tens == 2)
            {
                printf("twelve");
                exit(0);
            }
        case 2:
            if (tens == 0)
            {
                printf("twenty");
                exit(0);
            }
            if (tens == 1)
            {
                printf("twenty one");
                exit(0);
            }
            if (tens == 2)
            {
                printf("twenty two");
                exit(0);
            }
        case 3:
            if (tens == 0)
            {
                printf("thirty");
                exit(0);
            }
            if (tens == 1)
            {
                printf("thirty one");
                exit(0);
            }
            if (tens == 2)
            {
                printf("thirty two");
                exit(0);
            }
        case 4:
            if (tens == 0)
            {
                printf("forty");
                exit(0);
            }
            if (tens == 1)
            {
                printf("forty one");
                exit(0);
            }
            if (tens == 2)
            {
                printf("forty two");
                exit(0);
            }
        case 5:
            if (tens == 0)
            {
                printf("fifty");
                exit(0);
            }
            if (tens == 1)
            {
                printf("fifty one");
                exit(0);
            }
            if (tens == 2)
            {
                printf("fifty two");
                exit(0);
            }
        case 6:
            if (tens == 0)
            {
                printf("sixty");
                exit(0);
            }
            if (tens == 1)
            {
                printf("sixty one");
                exit(0);
            }
            if (tens == 2)
            {
                printf("sixty two");
                exit(0);
            }
        case 7:
            if (tens == 0)
            {
                printf("seventy");
                exit(0);
            }
            if (tens == 1)
            {
                printf("seventy one");
                exit(0);
            }
            if (tens == 2)
            {
                printf("seventy two");
                exit(0);
            }
        case 8:
            if (tens == 0)
            {
                printf("eighty");
                exit(0);
            }
            if (tens == 1)
            {
                printf("eighty one");
                exit(0);
            }
            if (tens == 2)
            {
                printf("eighty two");
                exit(0);
            }
        case 9:
            if (tens == 0)
            {
                printf("ninety");
                exit(0);
            }
            if (tens == 1)
            {
                printf("ninety one");
                exit(0);
            }
            if (tens == 2)
            {
                printf("ninety two");
                exit(0);
            }
    }
}
```

```
if (tens == 3)
{
    printf("thirteen");
    exit(0);
}
if (tens == 4)
{
    printf("fourteen");
    exit(0);
}
if (tens == 5)
{
    printf("fifteen");
    exit(0);
}
if (tens == 6)
{
    printf("sixteen");
    exit(0);
}
if (tens == 7)
{
    printf("seventeen");
    exit(0);
}
if (tens == 8)
{
    printf("eighteen");
    exit(0);
}
if (tens == 9)
{
    printf("nineteen");
    exit(0);
}
```

```

        if (tens == 9)
        {
            printf("nineteen");
            exit(0);
        }

        case 2:
            printf("twenty"); break;
        case 3:
            printf("thirty"); 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;
    }

```

```

// prints for ones digit
switch (tens)
{
    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;
}
}

```

Github link: <https://github.com/jarenmatthew/CMSC-21/tree/main/Lecture3/Assignments>