

main.c



Run

Output

```
1 #include<stdio.h>
2 int main(){
3     int num;
4     printf("Enter number 1-99 : ");
5     scanf("%d",&num);
6     if(num >= 1 && num < 100){
7         if(num%10==7 || num > 69 && num < 80){
8             printf("BUZZ");
9         }
10    else if(num%7==0){
11        printf("BUZZ-BUZZ");
12    }
13    else printf("%d",num);
14 }
15 else
16     printf("Invild Number. Please Enter Numbber 1-99 only.");
17
18     return 0;
19 }
20
21
```

```
/tmp/aTs2C79qwb.o
Enter number 1-99 : 70
BUZZ
```

main.c



Run

Output

```
1 #include<stdio.h>
2 int main(){
3     int num;
4     printf("Enter number 1-99 : ");
5     scanf("%d",&num);
6     if(num >= 1 && num < 100){
7         if(num%10==7 || num > 69 && num < 80){
8             printf("BUZZ");
9         }
10    else if(num%7==0){
11        printf("BUZZ-BUZZ");
12    }
13    else printf("%d",num);
14 }
15 else
16     printf("Invild Number. Please Enter Numbber 1-99 only.");
17
18     return 0;
19 }
--
```

```
/tmp/aTs2C79qwb.o
Enter number 1-99 : 35
BUZZ-BUZZ
```

main.c



Run

Output

```
1 #include<stdio.h>
2 int main(){
3     int num;
4     printf("Enter number 1-99 : ");
5     scanf("%d",&num);
6     if(num >= 1 && num < 100){
7         if(num%10==7 || num > 69 && num < 80){
8             printf("BUZZ");
9         }
10    else if(num%7==0){
11        printf("BUZZ-BUZZ");
12    }
13    else printf("%d",num);
14 }
15 else
16     printf("Invild Number. Please Enter Numbber 1-99 only.");
17
18     return 0;
19 }
20
```

```
/tmp/aTs2C79qwb.o
Enter number 1-99 : 40
40
```

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