

Selection Statements Lecture 3 Assignments

1. The following if statement is unnecessarily complicated. Simplify it as much as possible.
(Hint: The entire statement can be replaced by a single assignment.)

```
if (age >= 13)
    if (age <= 19)
        teenager = true;
    else
        teenager = false;
else if (age < 13)
    teenager = false;
```

Modified if statement:

```
if ((age >= 13) && (age <= 19))
{
    teenager = true;
}
else
{
    teenager = false;
}
```

Screenshot of the code:

```
1 //Lecture 3 Assignment
2 //no.1
3 //Teenager or Not
4
5 #include <stdio.h>
6
7 int main(void)
8 {
9     //In C, any value except 0 is true
10    //But for this code, lets just define "true" as 1 & "false" as 0
11    int age, true = 1, false = 0, teenager;
12
13    printf("\nEnter age:");
14    scanf("%i", &age);
15
16    //if age is from 13 up to 19, teenager is true
17    if ((age >= 13) && (age <= 19))
18    {
19        teenager = true;
20    }
21    else
22    {
23        teenager = false;
24    }
25    printf("%i\n", teenager);
26
27    return 0;
28 }
29
```

Example Outputs: (1 = true, 0 = false)

Enter age:12 0	Enter age:13 1	Enter age:16 1	Enter age:19 1	Enter age:20 0
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2. Write a C program that does the following:

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

Screenshot of the code:

```
//Lecture 3 Assignment
//no. 2
//Two-Digit Number to Words

#include <stdio.h>

int main(void)
{
    int ones_digit, tens_digit, num_value;

    //Ask the user for a 2-digit number
    printf("Enter a two digit number:");
    scanf("%d%d", &tens_digit, &ones_digit);

    //Output
    printf("\nNumber entered in words:");

    //Evaluating the 2-digit number
    switch(tens_digit)
    {
        case 0: //if the first digit is 0
            switch(ones_digit)
            {
                case 0:printf(" Zero");break;
                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;
            }
            break;

        case 1: //if the first digit is 1
            switch(ones_digit)
            {
                case 0:printf(" Ten");break;
                case 1:printf(" Eleven");break;
                case 2:printf(" Twelve");break;
                case 3:printf(" Thirteen");break;
                case 4:printf(" Fourteen");break;
                case 5:printf(" Fifteen");break;
                case 6:printf(" Sixteen");break;
                case 7:printf(" Seventeen");break;
                case 8:printf(" Eighteen");break;
                case 9:printf(" Nineteen");break;
            }
            break;

        //Check if the number has a first digit that is from 2 to 9
        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;
    }

    //if the first digit is from 2 to 9
    if (tens_digit > 1)
    {
        switch(ones_digit) //checking the ones digit of the number
        {
            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;
}
```

Hint:

- Break the number into two digits.
- Note: 11 and 19 require special treatment.

Main Functionalities:

- 1) Prompts user for a two-digit number
- 2) Separates each digit to their respective variables
- 3) Numbers with **first digit of 0 or 1** will get special evaluations
- 4) Numbers with **first digit that of 2 to 9** will be evaluated as “Twenty”, “Thirty”, etc.
- 5) Then, the **second digit of numbers** (*that belong to no. 4*) will be evaluated.
- 6) Displays the conversion (Number to words)

Example Outputs:

```
Enter a two digit number:02
Number entered in words: Two
```

```
Enter a two digit number:18
Number entered in words: Eighteen
```

```
Enter a two digit number:40
Number entered in words: Forty
```

```
Enter a two digit number:78
Number entered in words: Seventy-eight
```

```
Enter a two digit number:99
Number entered in words: Ninety-nine
```