

Philip Pesic

Week 13

November 13 2022

Week 13 Prog 1

Have the user enter a number between 0 and 10.

Check that the user entered a number in the correct range.

Next, write a set of eleven separate if statements that checks the user input and prints out the written number.

Next, write a switch statement that does the same thing.

```
//  
// main.cpp  
// Week 13 Prog 1  
//  
// Created by Pippo Pesic on 3/27/22.  
//  
  
#include <iostream>  
using namespace std;  
int main() {  
    int num;  
    cout << "Enter a number from 0-10" << endl;  
    cin >> num;  
    cout << endl;  
    if (num == 0) {  
        cout << "Zero" << endl;  
    }  
    else if (num == 1) {  
        cout << "One" << endl;  
    }  
    else if (num == 2) {  
        cout << "Two" << endl;  
    }  
    else if (num == 3) {  
        cout << "Three" << endl;  
    }  
    else if (num == 4) {  
        cout << "Four" << endl;  
    }  
    else if (num == 5) {  
        cout << "Five" << endl;  
    }  
    else if (num == 6) {  
        cout << "Six" << endl;  
    }  
    else if (num == 7) {  
        cout << "Seven" << endl;  
    }
```

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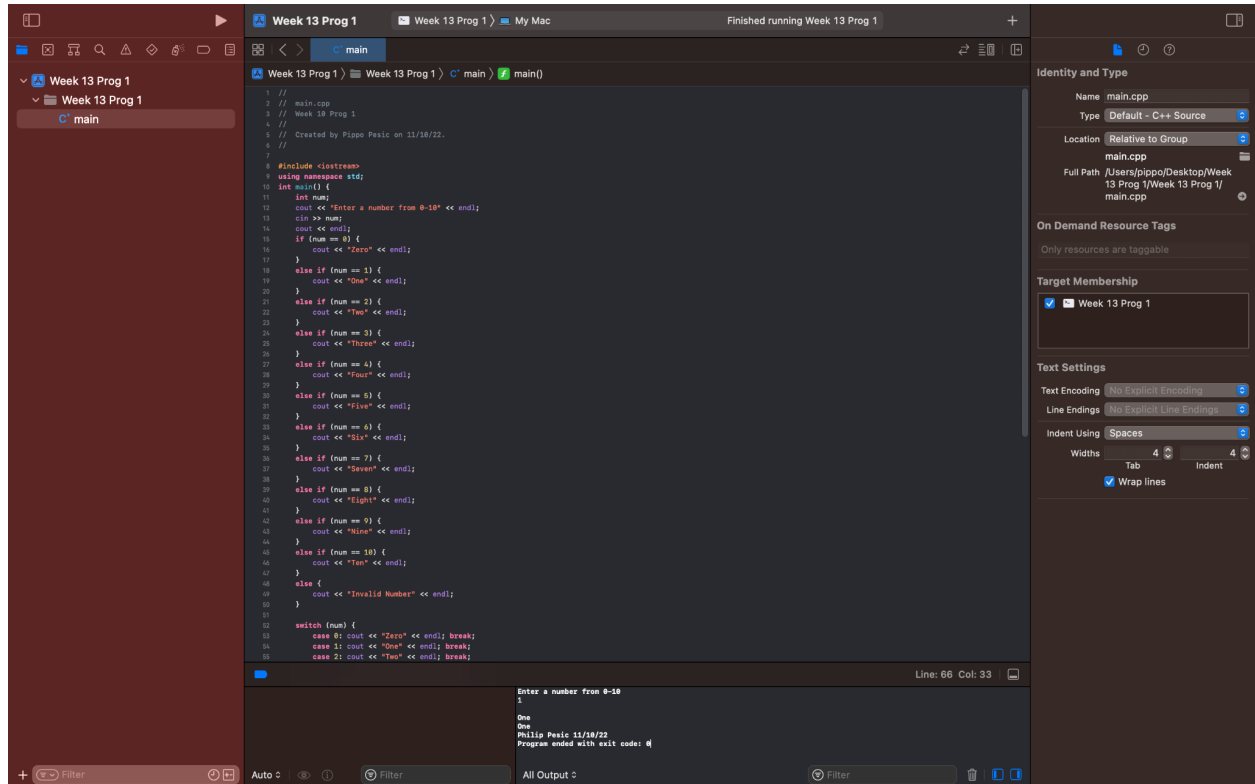
```
    }  
    else if (num == 8) {  
        cout << "Eight" << endl;  
    }  
    else if (num == 9) {  
        cout << "Nine" << endl;  
    }  
    else if (num == 10) {  
        cout << "Ten" << endl;  
    }  
    else {  
        cout << "Invalid Number" << endl;  
    }  
  
    switch (num) {  
        case 0: cout << "Zero" << endl; break;  
        case 1: cout << "One" << endl; break;  
        case 2: cout << "Two" << endl; break;  
        case 3: cout << "Three" << endl; break;  
        case 4: cout << "Four" << endl; break;  
        case 5: cout << "Five" << endl; break;  
        case 6: cout << "Six" << endl; break;  
        case 7: cout << "Seven" << endl; break;  
        case 8: cout << "Eight" << endl; break;  
        case 9: cout << "Nine" << endl; break;  
        case 10: cout << "Ten" << endl; break;  
        default: cout << "Invalid Number" << endl;  
    }  
    cout << "Philip Pesic 3/27/22" << endl;  
    return 0;  
}  
  
}
```

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I learned that switch statements can be easier to understand than if statements when reading the program.