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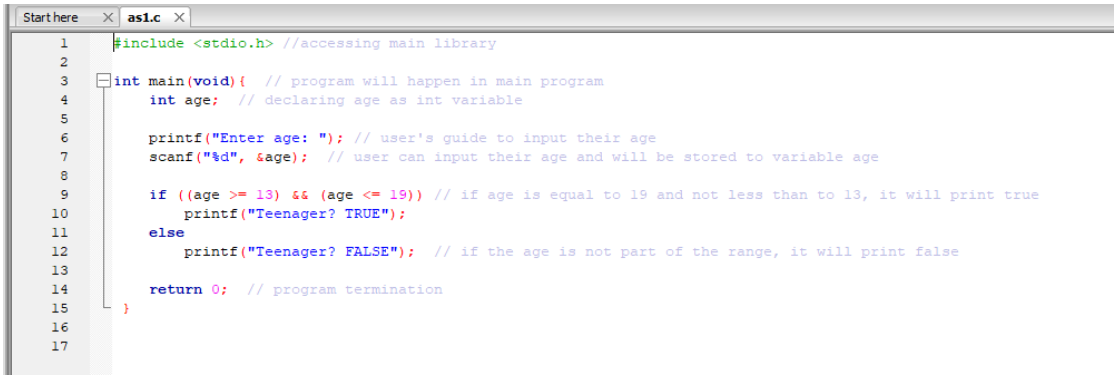
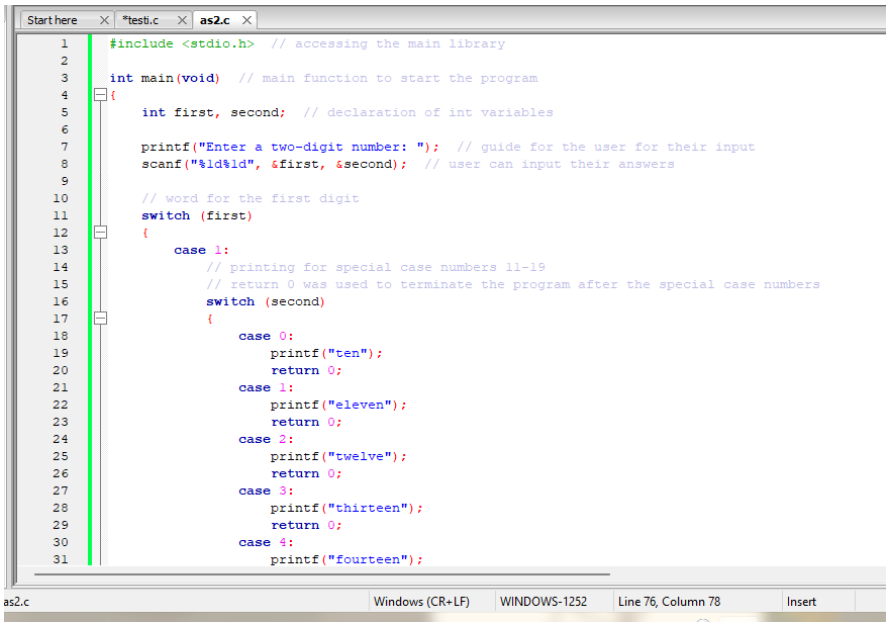
CMSC 21-1

1.

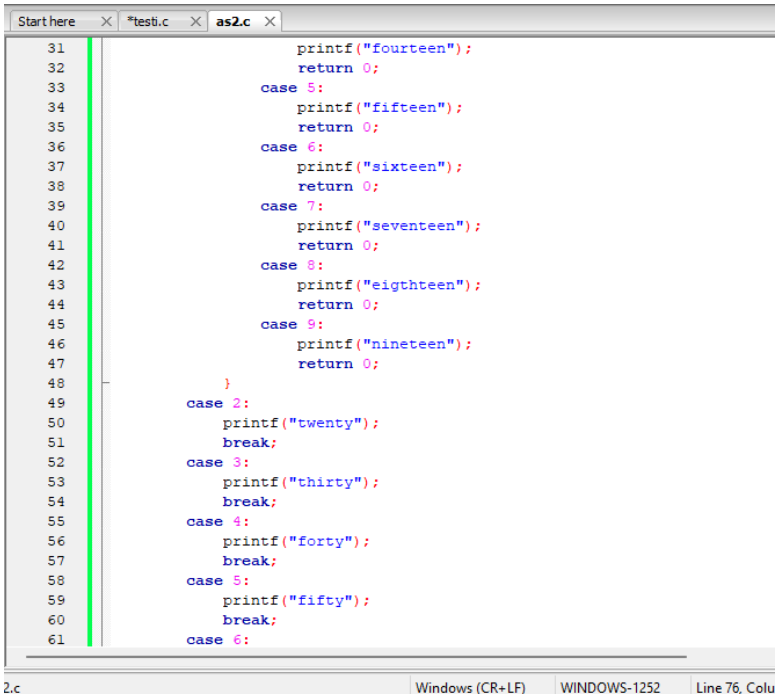


```c
#include <stdio.h> //accessing main library

int main(void){   // program will happen in main program
    int age;  // declaring age as int variable

    printf("Enter age: "); // user's guide to input their age
    scanf("%d", &age);  // user can input their age and will be stored to variable age

    if ((age >= 13) && (age <= 19)) // if age is equal to 19 and not less than to 13, it will print true
        printf("Teenager? TRUE");
    else
        printf("Teenager? FALSE");  // if the age is not part of the range, it will print false

    return 0;  // program termination
}
```

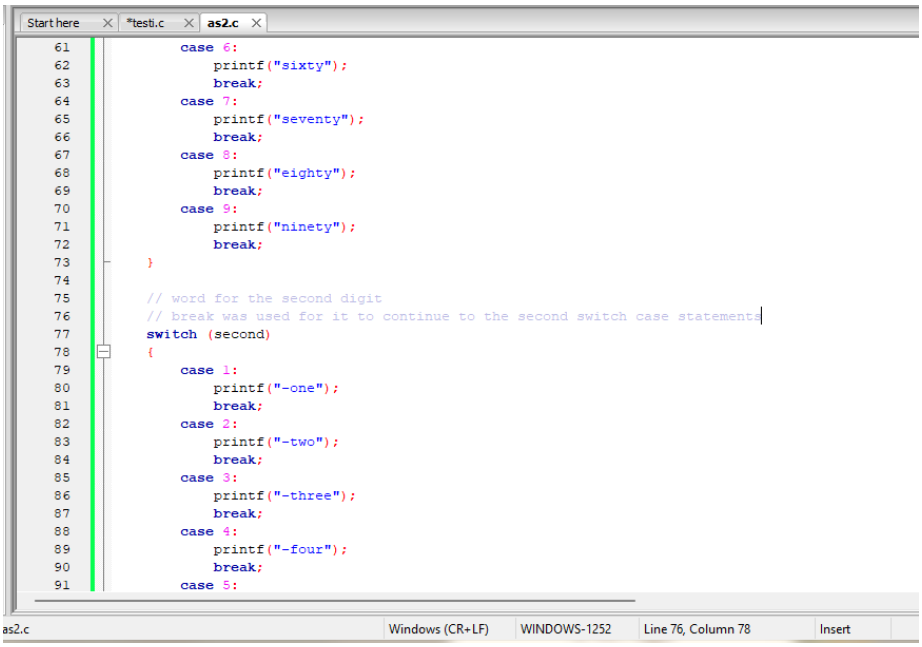
2.



```c
#include <stdio.h>  // accessing the main library

int main(void)  // main function to start the program
{
    int first, second;  // declaration of int variables

    printf("Enter a two-digit number: ");  // guide for the user for their input
    scanf("%1d%1d", &first, &second);  // user can input their answers

    // word for the first digit
    switch (first)
    {
        case 1:
            // printing for special case numbers 11-19
            // return 0 was used to terminate the program after the special case numbers
            switch (second)
            {
                case 0:
                    printf("ten");
                    return 0;
                case 1:
                    printf("eleven");
                    return 0;
                case 2:
                    printf("twelve");
                    return 0;
                case 3:
                    printf("thirteen");
                    return 0;
                case 4:
                    printf("fourteen");
```



```c
                    printf("fourteen");
                    return 0;
                case 5:
                    printf("fifteen");
                    return 0;
                case 6:
                    printf("sixteen");
                    return 0;
                case 7:
                    printf("seventeen");
                    return 0;
                case 8:
                    printf("eigthteen");
                    return 0;
                case 9:
                    printf("nineteen");
                    return 0;
            }
        case 2:
            printf("twenty");
            break;
        case 3:
            printf("thirty");
            break;
        case 4:
            printf("forty");
            break;
        case 5:
            printf("fifty");
            break;
        case 6:
```


Start here
*testi.c
as2.c
case 6:
printf("sixty");
break;
case 7:
printf("seventy");
break;
case 8:
printf("eighty");
break;
case 9:
printf("ninety");
break;
}
// word for the second digit
// break was used for it to continue to the second switch case statements
switch (second)
{
case 1:
printf("-one");
break;
case 2:
printf("-two");
break;
case 3:
printf("-three");
break;
case 4:
printf("-four");
break;
case 5:
as2.c
Windows (CR+LF)
WINDOWS-1252
Line 76, Column 78
Insert


Start here
*testi.c
as2.c
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; // program termination
}