1.

as1.c | as2.c

```c
#include <stdio.h>

int main(){


    int age;

    printf("Enter your age: ");
    scanf("%d",&age);

    if (age >= 13 && age <= 19){
        printf("You are a teenager.");

    }

    else{
        printf("You are not a teenager.");
    }

}
```


```c
#include <stdio.h>

int main(){


    int age;

    printf("Enter your age: ");
    scanf("%d",&age);

    if (age >= 13 && age <= 19){
        printf("You are a teenager.");

    }

    else{
        printf("You are not a teenager.");
    }

}
```


```
"C:\[Justin]\School\UPV\1st Year\2nd Semester\CMSC 21\Lecture 3\Assignments\as1.exe"
Enter your age: 16
You are a teenager.
Process returned 0 (0x0)   execution time : 4.523 s
Press any key to continue.
```

2.

as1.c | as2.c

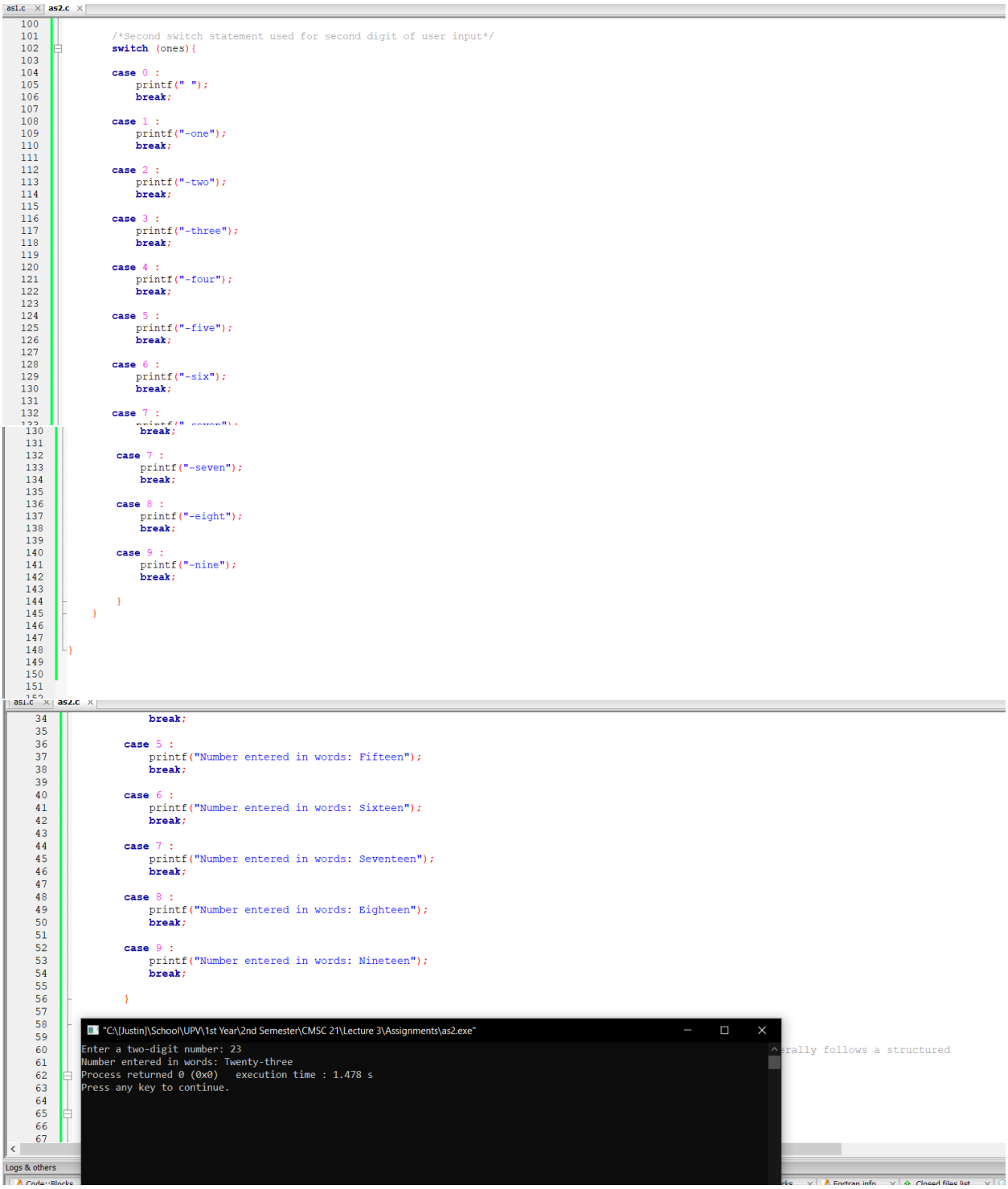
```c
#include <stdio.h>

int main(){

    int tenth, ones;

    printf("Enter a two-digit number: ");
    scanf("%1d%1d",&tenth, &ones);

    /*Used if statement if first digit user enters is 1. This is for numbers 10-19 which require special treatment.*/
    if (tenth == 1){

        /*Used switch statement for 10-19 to then print into its respective word form.*/
        switch(ones){

        case 0 :
            printf("Number entered in words: Ten");
            break;

        case 1 :
            printf("Number entered in words: Eleven");
            break;

        case 2 :
            printf("Number entered in words: Twelve");
            break;

        case 3 :
            printf("Number entered in words: Thirteen");
            break;

        case 4 :
            printf("Number entered in words: Fourteen");
            break;
```

as1.c | as2.c

```c
            break;

        case 5 :
            printf("Number entered in words: Fifteen");
            break;

        case 6 :
            printf("Number entered in words: Sixteen");
            break;

        case 7 :
            printf("Number entered in words: Seventeen");
            break;

        case 8 :
            printf("Number entered in words: Eighteen");
            break;

        case 9 :
            printf("Number entered in words: Ninteen");
            break;

        }

    }

    /*Else statement for when the first digit is not 1. This means the number has a range from 20-99, which generally follows a structured
    word format*/
    else {

        /*First switch statement used based on the first digit of user input.*/
        switch (tenth){
```

as1.c | as2.c

```c
        case 2 :
            printf("Number entered in words: Twenty");
            break;

        case 3 :
            printf("Number entered in words: Thirty");
            break;

        case 4 :
            printf("Number entered in words: Fourty");
            break;

        case 5 :
            printf("Number entered in words: Fifty");
            break;

        case 6 :
            printf("Number entered in words: Sixty");
            break;

        case 7 :
            printf("Number entered in words: Seventy");
            break;

        case 8 :
            printf("Number entered in words: Eighty");
            break;

        case 9 :
            printf("Number entered in words: Ninety");
            break;

        }
```



```
/*Second switch statement used for second digit of user input*/
switch (ones){

case 0 :
    printf(" ");
    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 5 :
        printf("Number entered in words: Fifteen");
        break;

    case 6 :
        printf("Number entered in words: Sixteen");
        break;

    case 7 :
        printf("Number entered in words: Seventeen");
        break;

    case 8 :
        printf("Number entered in words: Eighteen");
        break;

    case 9 :
        printf("Number entered in words: Nineteen");
        break;

    }
```

```
"C:\[Justin]\School\UPV\1st Year\2nd Semester\CMSC 21\Lecture 3\Assignments\as2.exe"
Enter a two-digit number: 23
Number entered in words: Twenty-three
Process returned 0 (0x0)   execution time : 1.478 s
Press any key to continue.
```

Github link: https://github.com/zaxepaz/CMSC-21/tree/master/Lecture%203/Assignments