

main.c

```
13 printf("Enter a score (90 to 50):");
14 scanf("%d",&score);
15 switch(score)
16 {
17     case 1:
18         if(score >= 90)
19             printf("Grade A\n");
20             break;
21     case 2:
22         if(score >= 80)
23             printf("Grade B\n");
24             break;
25     case 3:
26         if(score >= 70)
27             printf("Grade C\n");
28             break;
29     case 4:
30         if(score >= 60)
31             printf("Grade D\n");
32             break;
33     default:
34         if(score >= 50)
35             printf("Grade E\n");
```

close ad [x]

Own no v

Own no v