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Lab 2 – Letter Grade Converter

Part 2 Initial Screen
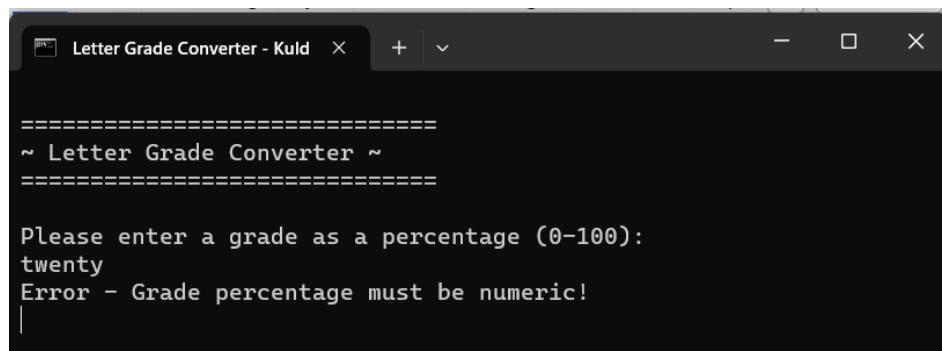

Screenshot 1

Context: As the application opens, the user is presented with the program's banner as well as a description of what the application is intended to do. The user is then given a prompt for what kind of input they are expected to give.
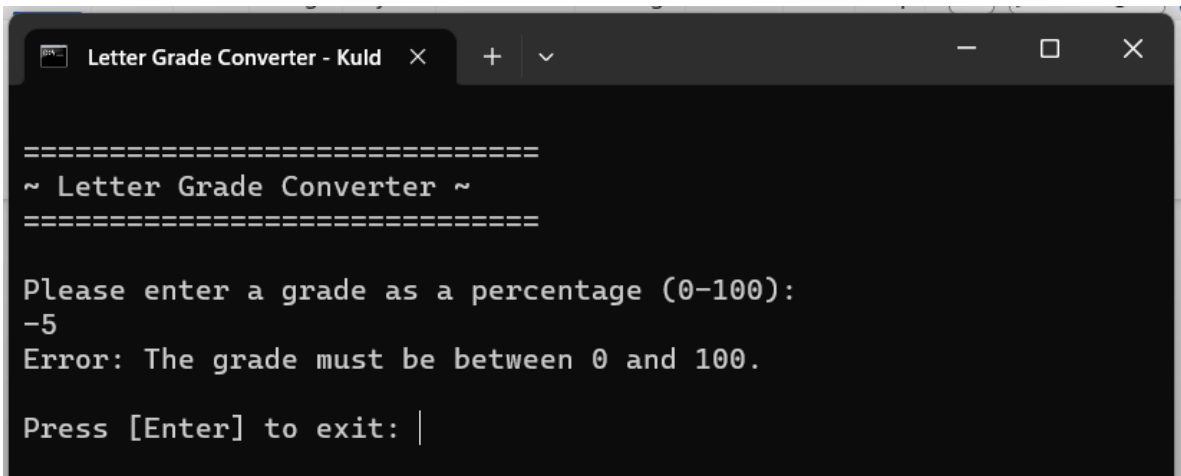
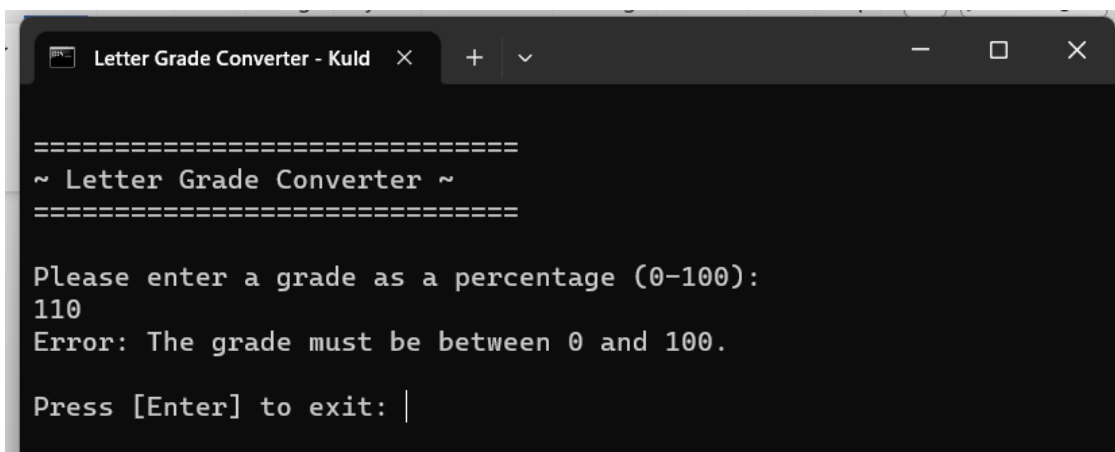## Part 3 – Input Screen and Validation

Screenshot 2

Context: The user enters a string value (non-numeric) as the program needs, hence the user is given an error message with respect to what they did wrong.

Screenshot 3

Context: User entered a negative percentage, and it is beyond the range bounds of the program. The application displayed the error message accordingly and displayed the exist sequence.
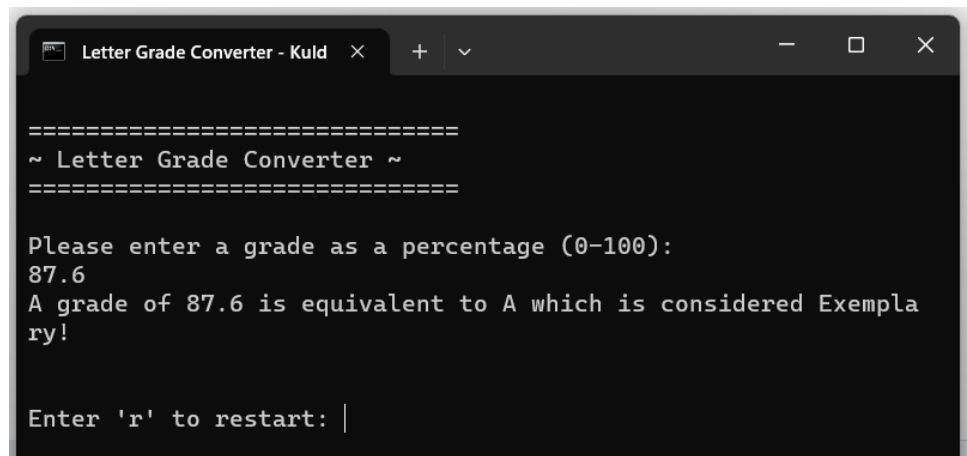

Screenshot 4

Context: The user enters a grade that was higher than the acceptable range of the program and the program reminded them to stay within limits and displayed the exist sequence.
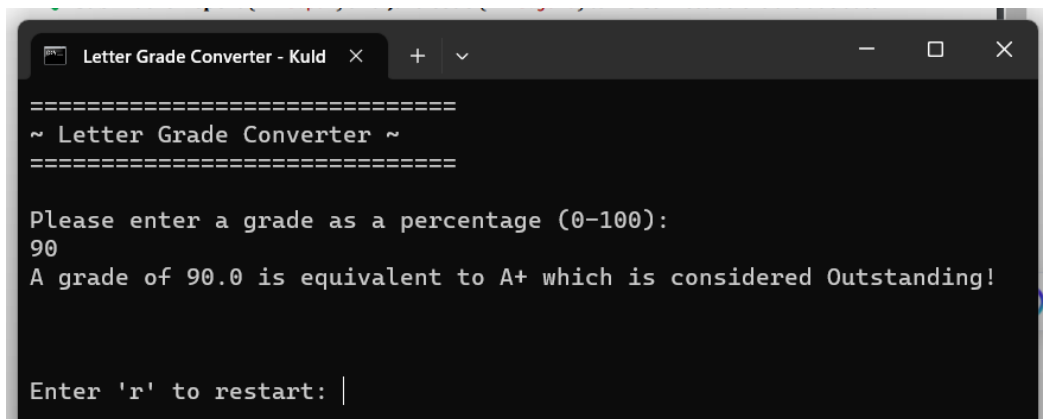
Part 4 – Output Screen

Screenshot 5

Context: The user entered a float value "00.0" which is acceptable due to the rounding method within the program's capabilities and was given an appropriate letter grade and respective feedback. The user is prompted with a restart key as well.
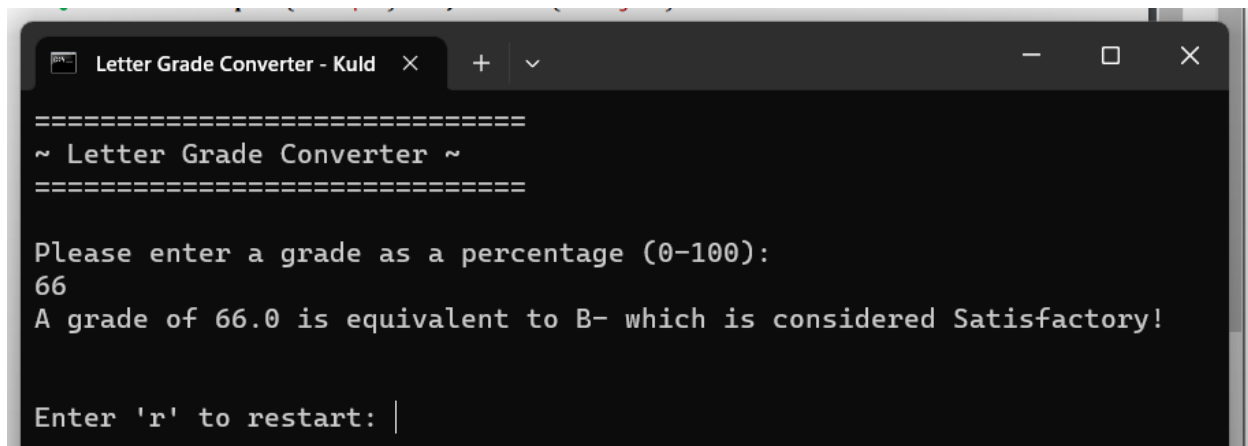

Screenshot 6

Context: The user entered a double value (as the program expects) and was given an according letter grade and feedback. The user is prompted with a restart key as well.

Screenshot 7

Context: The user entered a double value (as the program expects) and was given an according letter grade and feedback. The user is prompted with a restart key as well.