# Lab 2 – Letter Grade Converter

## Part 2 Initial Screen

Graphical user interface, text, application

Description automatically generated

**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

Text

Description automatically generated

**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.

Text

Description automatically generated

**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.

**Text

Description automatically generated**

**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

**Text

Description automatically generated**

**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.

**Text

Description automatically generated**

**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.

**Text

Description automatically generated**

**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.