

The screenshot shows the PyCharm IDE with a project named 'CollectionsAssignment'. The file 'Collections Assignment.py' is open, displaying a function `get_letter_grade` that takes an average score and returns a letter grade based on the following logic:

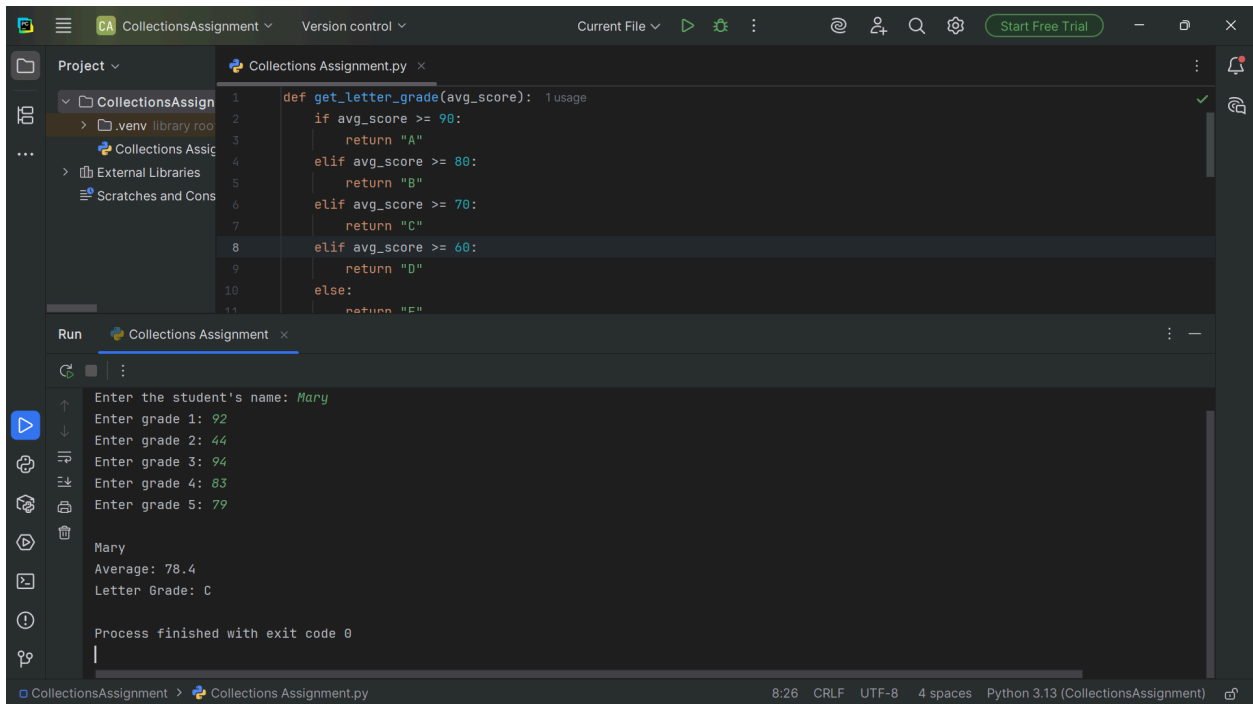
```
def get_letter_grade(avg_score):  
    if avg_score >= 90:  
        return "A"  
    elif avg_score >= 80:  
        return "B"  
    elif avg_score >= 70:  
        return "C"  
    elif avg_score >= 60:  
        return "D"  
    else:  
        return "E"
```

The Run console shows the execution of the script. The user enters the student's name 'Jeremiah' and five grades: 47, 59, 93, 70, and 89. The program calculates the average as 71.6 and returns the letter grade 'C'.

```
Enter the student's name: Jeremiah  
Enter grade 1: 47  
Enter grade 2: 59  
Enter grade 3: 93  
Enter grade 4: 70  
Enter grade 5: 89  
  
Jeremiah  
Average: 71.6  
Letter Grade: C  
  
Process finished with exit code 0
```

The screenshot shows the PyCharm IDE with the same project and file. The function `get_letter_grade` is the same as in the first screenshot. The Run console shows the execution of the script for a student named 'Torrance' with five grades: 94, 72, 91, 67, and 100. The program calculates the average as 84.8 and returns the letter grade 'B'.

```
Enter the student's name: Torrance  
Enter grade 1: 94  
Enter grade 2: 72  
Enter grade 3: 91  
Enter grade 4: 67  
Enter grade 5: 100  
  
Torrance  
Average: 84.8  
Letter Grade: B  
  
Process finished with exit code 0
```



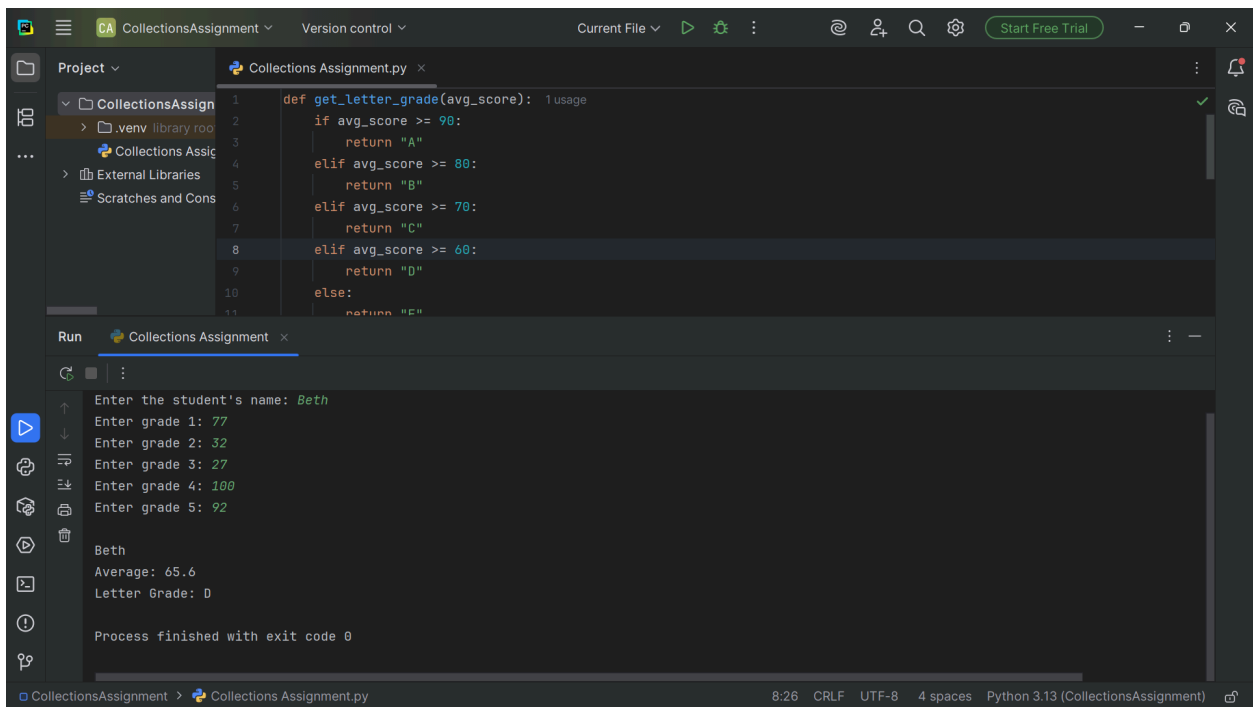
```
def get_letter_grade(avg_score):  
    if avg_score >= 90:  
        return "A"  
    elif avg_score >= 80:  
        return "B"  
    elif avg_score >= 70:  
        return "C"  
    elif avg_score >= 60:  
        return "D"  
    else:  
        return "E"
```

Run Collections Assignment

Enter the student's name: *Mary*
Enter grade 1: *92*
Enter grade 2: *44*
Enter grade 3: *94*
Enter grade 4: *83*
Enter grade 5: *79*

Mary
Average: 78.4
Letter Grade: C

Process finished with exit code 0



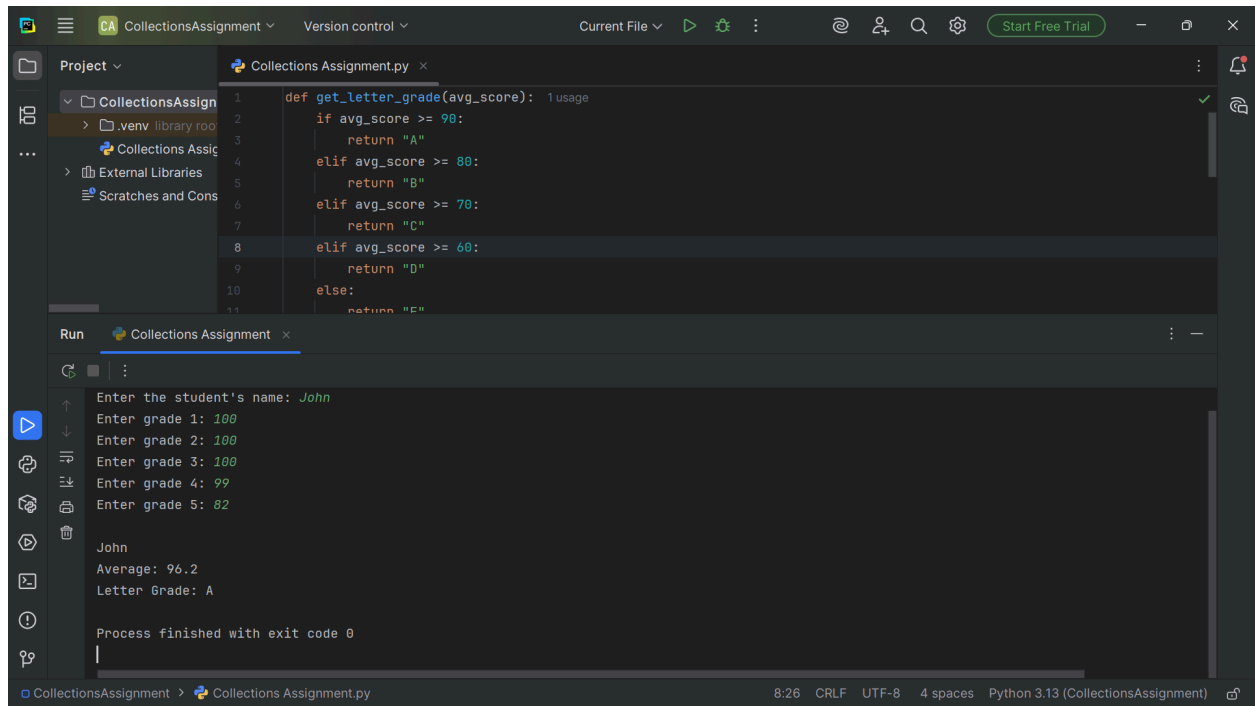
```
def get_letter_grade(avg_score):  
    if avg_score >= 90:  
        return "A"  
    elif avg_score >= 80:  
        return "B"  
    elif avg_score >= 70:  
        return "C"  
    elif avg_score >= 60:  
        return "D"  
    else:  
        return "E"
```

Run Collections Assignment

Enter the student's name: *Beth*
Enter grade 1: *77*
Enter grade 2: *32*
Enter grade 3: *27*
Enter grade 4: *100*
Enter grade 5: *92*

Beth
Average: 65.6
Letter Grade: D

Process finished with exit code 0



The screenshot shows a code editor with a file named `Collections Assignment.py`. The code defines a function `get_letter_grade` that takes an average score and returns a letter grade based on the following scale:

- Score ≥ 90 : A
- Score ≥ 80 : B
- Score ≥ 70 : C
- Score ≥ 60 : D
- Otherwise: E

The Run console shows the execution of the program for a student named Larry:

```
Enter the student's name: Larry
Enter grade 1: 44
Enter grade 2: 89
Enter grade 3: 77
Enter grade 4: 66
Enter grade 5: 100

Larry
Average: 75.2
Letter Grade: C

Process finished with exit code 0
```

This screenshot shows the same code editor and script as the first image, but with different input data for a student named Megan:

```
Enter the student's name: Megan
Enter grade 1: 50
Enter grade 2: 85
Enter grade 3: 75
Enter grade 4: 95
Enter grade 5: 95

Megan
Average: 80.0
Letter Grade: B

Process finished with exit code 0
```