Letter Grade Calculator

Create a simple Java application that requests an integer, 0 through 100 *inclusive*. The program will determine if the number is between the appropriate bounds; greater than or equal to 0 and less than or equal to 100 (0 <= N <=100). If the number is within bounds, your applications will determine the corresponding letter grade using the grading scale below and display it to the user. If the number is not within bounds, the program will display an error message to the user and exit. Remember to code a bit and then test a bit, making sure each selection block is working correctly. Also, use **boundary testing** to test the partitions for each letter grade and input bounds. For example, a good set of test conditions would be ***-1, 0, 1, 64, 65, 66, 69, 70, 71, 79, 80, 81, 89, 90, 91, 100, 101***. Notice how these values test min and max values for each partition between A-F, as well as around min and max input for the application.

Grading Scale

- 90 – 100 A
- 80 – 89 B
- 70 – 79 C
- 65 – 69 D
- Below 65 F

Examples

```
Enter a score between 0 and 100 inclusive: -1
Invalid input.
```

```
Enter a score between 0 and 100 inclusive: 0
0 = F
```

```
Enter a score between 0 and 100 inclusive: 101
Invalid input.
```

```
Enter a score between 0 and 100 inclusive: 84
84 = B
```

Deliverables

Make sure your code has the required file header and correctly formatted identifier names, as outlined in the CS Java Documentation Policy under Course Info on D2L.

To receive credit for this lab you must

1. Demonstrate the code and execution to the instructor during this lab, during office hours, or during the next lab period.
2. Zip the src folder in your project directory and upload the instructor approved .java files to the Lab 6 D2L drop box.