```cpp
// This program illustrates the use of the Switch statement.

// Michael Steele

#include <iostream>
using namespace std;


int main()
{
    char grade;

    cout << "What grade did you earn in Programming I ?" << endl;
    cin >> grade;
    if (grade=='A'||grade=='B'||grade=='C'||grade=='D')
       cout << "YOU PASSED!!!" << endl;
    if (grade =='A')
       cout << "an A - excellent work !" << endl;
    else if (grade =='B')
       cout << "you got a B - good job" << endl;
    else if (grade =='C')
       cout << "earning a C is satisfactory" << endl;
    else if (grade =='D')
       cout << "while  D is passing, there is a problem" << endl;
    else if (grade =='F')
       cout << "you failed - better luck next time" << endl;
    else
       cout << "You did not enter an A, B, C, D, or F" << endl;

  //switch ( grade )
    //{
    //  case 'A': cout << "YOU PASSED!!!" << endl;
    //    break;
    //  case 'B': cout << "YOU PASSED!!!" << endl;
    //     break;
    //  case 'C': cout << "YOU PASSED!!!" << endl;
    //     break;
    //  case 'D': cout << "YOU PASSED!!!" << endl;
    //     break;
    //}
    //switch( grade )           // This is where the switch statement begins
  //{
```

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        //case 'A'||'B'||'C'||'D': cout << "YOU PASSED!!!!" << endl;
    //      case 'A':  cout << "an A - excellent work !" << endl;
    //              break;
    //      case 'B':  cout << "you got a B - good job" << endl;
    //              break;
    //      case 'C':  cout << "earning a C is satisfactory" << endl;
    //              break;
    //      case 'D':  cout << "while  D is passing, there is a problem" << endl;
    //              break;
    //   case 'F':  cout << "you failed - better luck next time" << endl;
    //              break;
    //   default:   cout << "You did not enter an A, B, C, D, or F" << endl;
    //}



    return 0;
}
```