

Structures/Generic List Exercise - Grades

Using the starter file provided, code the form to allow Professor Carver to display a grade based on the number of points she enters:

The grading scale is as follows:

Minimum Points	Maximum Points	Grade
0	299	F
300	349	D
350	399	C
400	449	B
450	500	A

In a file called **Types.cs**, create a struct called **GradeInfo**. (Do **NOT** create the struct inside the default class that is created when you add the Types.cs file) It should have **2 members** - an **integer** named **MaxPoints** and a **string** named **Grade**.

Create a method called **MakeEntry** that **accepts** the **maximum points value**, and the **letter grade** parameters. The responsibility of the method is to create a new variable of type **GradeInfo** and add it to an **Generic List** called **grades**. (make sure the Generic List has the proper scope)

When the form **loads**, populate the **grades** List for each grade in the scale above. Each structure should contain **only the maximum points and the grade**.

When **FindGrade** button is clicked:

- **Ensure** that the grade entered is within the range of **0 to 500 inclusive**
- Display the letter grade based on the score the user entered by **searching (use loop)** the **grades** List
- Do the above bullet again but this time use LINQ instead of a loop. (HINT: `.Where()` and `.FirstOrDefault()`)