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CISC3160
21 March 2021

<center>Lab 3: Reflection</center>

In Lab 3 I continued working on the grade calculator project that I started working on in Lab 2.

The program that I am submitting is capable of receiving lines of input of the following format:

- For quizzes, labs, and reflections:
  - `Q/L/R digit digit … digit`
- For final and professionalism:
  - `F/P digit`
- Finally, if the user wants to get a final score, they are expected to type in the character `T`

The main improvements that were made since Lab 2 are that the program is now much more interactive and handles errors better, which is exactly what I wanted to do for this lab. Examples of new features implemented are:

- The program presents an error when a user inputs invalid information:

```
Q 3 4 6
The score for a single quiz, lab or reflection can't be greater than 5.
```

  or

```
Q 4 4 4 5 5 5
Quizes score can't be greater than 15!
```

- After a user enters information they see more detailed output:

```
P 10
Professionalism: 10/10
```

  and

```
Labs: 20/20, t
R 4 4 4 3
```

- Implemented running total:

```
Q 4 4 4 3
Quizes: 15/15
Running total: 15
R 4 4 4 3
Reflections: 15/15
Running total: 30
P 10
Professionalism: 10/10
Running total: 40
```

- Ability to override scores:

```
Q 3 4
Quizes: 7/15
Running total: 7
Q 4 4 4
Quizes: 12/15
Running total: 12
```