

3.3 Write a program to prompt for a score between 0.0 and 1.0. If the score is out of range, print an error. If the score is between 0.0 and 1.0, print a grade using the following table:

Score	Grade
≥ 0.9	A
≥ 0.8	B
≥ 0.7	C
≥ 0.6	D
< 0.6	F

If the user enters a value out of range, print a suitable error message and exit. For the test, enter a score of 0.85.

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```
1 # Prompt for a score between 0.0 and 1.0
2 score = input("Enter a score between 0.0 and 1.0: ")
3
4 try:
5     # Convert the input to a float
6     score = float(score)
7
8     # Check if the score is out of range
9     if score < 0.0 or score > 1.0:
10         print("Error: Score is out of range. Please enter a value between 0.0 and 1.0.")
11     else:
12         # Determine the grade
13         if score >= 0.9:
14             grade = 'A'
15         elif score >= 0.8:
16             grade = 'B'
17         elif score >= 0.7:
18             grade = 'C'
19         elif score >= 0.6:
20             grade = 'D'
21         else:
22             grade = 'F'
23         print(grade)
```

Your Output

Desired Output

B

Setting: Hide editorThis software is based on Skulpt and CodeMirror. The source code for this auto-grader is available on [GitHub](#).