# Grader error handling strategy

1. Any scores greater than 100 will result in an “A” grade.
2. Any scores less than 0 will give a “score not within bounds” error message.
3. Any scores that are not a Real or Integer values will give an “unrecognized score” error message.
4. An evaluated empty score must give a “please enter a score” error message.
5. The production app must not crash when given invalid input.