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Lab 1

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Sample Run: B

Hello and welcome to the Homework Algorithmizer 3000© 2016b Edition.

Please input your homework grades as prompted below. If you have no more homework grades to input, please enter some non-numerical input to terminate the program and quantify your score. Press enter to submit score.

Enter score 1: 30

Enter score 2: 25

Enter score 3: 14

Enter score 4: 42

Enter score 5: 23

Enter score 6: Quibbage

Your total homework score is 134.

You have failed.

Have a nice day.

1. Create a variable by the name of *score*, set the value of *score* to 1.
2. Create a variable by the name of *sum*, set the value of *sum* to 0.
3. Upon activation, display both the greeting text followed by the instruction text.
4. After five seconds of interim or upon press of a key, prompt user to enter their score with the value of *score*.
5. When a number is input and enter is pressed, increase the value of *score* by 1 and the value of *sum* by the number.
6. Repeat steps 4 and 5, regarding the pressing of enter as the pressing of a key for the purposes of 4.
7. If non-numerical input is detected, display “Your total homework score is ‘value of *sum*’”.
8. If ‘value of *sum*’ is less 150 display “You have failed”.
9. Display “Have a nice day”.