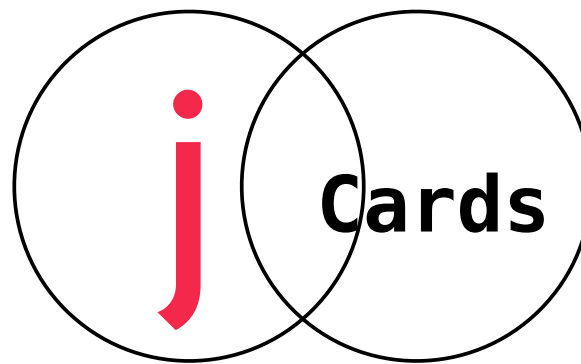# j Cards

Grading Algorithm

j Cards

QuizGrader

Collect assignments

Pick first assignment

Review question

`If` `question` `is correct then`

Increase correctAnswer by one

Next question

Do steps 3 to 6 for remaining questions
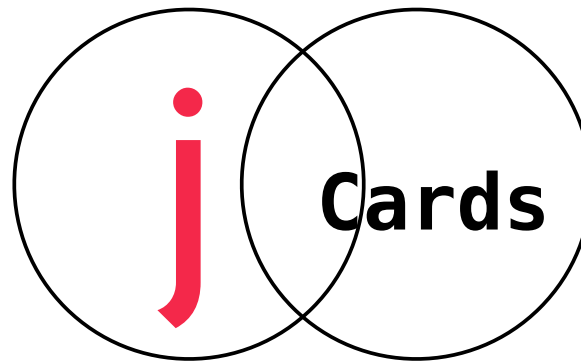
```
finalGrade = correctAnswer /
    totalQuestion
```

Send finalGrade and studentName
to LetterGradeConverter

Receive `letterGrade`

Print `studentName` and `letterGrade`

Next assignment

Do steps 5 to 12 for remaining students

j Cards

LetterGradeConverter

Get `finalGrade` and `studentName`

If finalGrade is less than 65 then

letterGrade = "incomplete"

Terminate program

`If finalGrade is greater than 89 then`

```
letterGrade = "A+"
```

else If finalGrade is greater than 79 then

letterGrade = "A"

else If finalGrade is greater than 76 then

```
letterGrade = "B+"
```

else If finalGrade is greater than 72 then

letterGrade = "B"
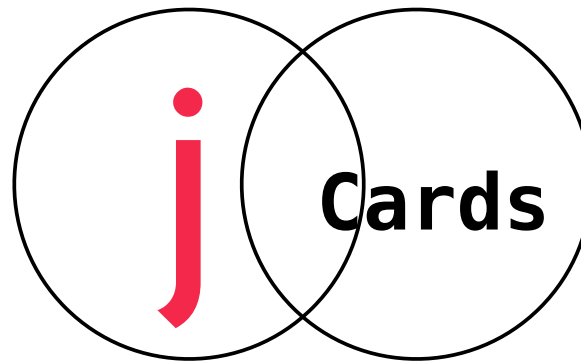
else If finalGrade is greater than 69 then

letterGrade = "B−"

else If finalGrade is greater than or equal to 66 then

letterGrade = "C+"

Save `studentName` and `letterGrade`

Return studentName and letterGrade to QuizGrader

j Cards

Rock.Paper.Scissors Algorithm

- 0 = Paper

- 1 = Scissors

- 2 = Rock

- Ask the user for their throw

- computer's choice: generate random throw

- if userChoice is equal 0 then

- if compChoice is equal then

- The game is a Draw

- else if compChoice is equal to 1 then

- Winner is computer

- else Winner is the user

- else if userchoice is equal to 1

- else if userChoice is equal to 1

- if compChoice is equal to 0 "You Win";

- else if(compChoice==1)"Draw";

- else "Computer Win";

- [5]else if(userchoice==2)

- if(compChoice==0) "Computer Win";

- else if(compChoice==1) "You Win";

- else "Draw";

- [6]else "INVALID CHOICE";