



Lesson 63 (Switch range)

Some universities give **A** if you get more than 90, **B** between 80 and 90 , **C** between 70 and 80 .

We need to write a program for the university,

if the grade more than 90, it prints **A**,

if the grade is between 80 and 90, it prints **B**,

if the grade is between 70 and 80 , it prints **C**.

```
#include <stdio.h>
int main() {
int x;
printf("Enter Grade: ");
scanf("%d", &x);
if (x <= 100 && x > 90)
printf("A\n");
else if (x <= 90 && x > 80)
printf("B\n");
else if (x <= 80 && x > 70)
printf("C\n");
}
```

input:

92



Output

A

Try the code yourself : [Click Here!](#)

We want now to use the switch command.

In the witch we can make a range.

Meaning, instead of writing :

```
case 100:
```

```
case 99:
```

```
case 98:
```

```
case 97:
```

```
case 96:
```

```
case 95:
```

```
case 94:
```

```
case 93:
```

```
case 92:
```

```
case 91:
```

We can write :

```
case 91 ... 100:
```

The program will be like this:

```
#include <stdio.h>
```



```
int main() {  
    int x;  
    printf("Enter Grade: ");  
    scanf("%d", &x);  
    switch (x) {  
        case 91 ... 100:  
            printf("A\n");  
            break;  
        case 81 ... 90:  
            printf("B\n");  
            break;  
        case 71 ... 80:  
            printf("C\n");  
            break;  
        default:  
            printf("Error Grade\n");  
    }  
}
```

input:

85

output:

B

Try the code yourself : [Click Here!](#)