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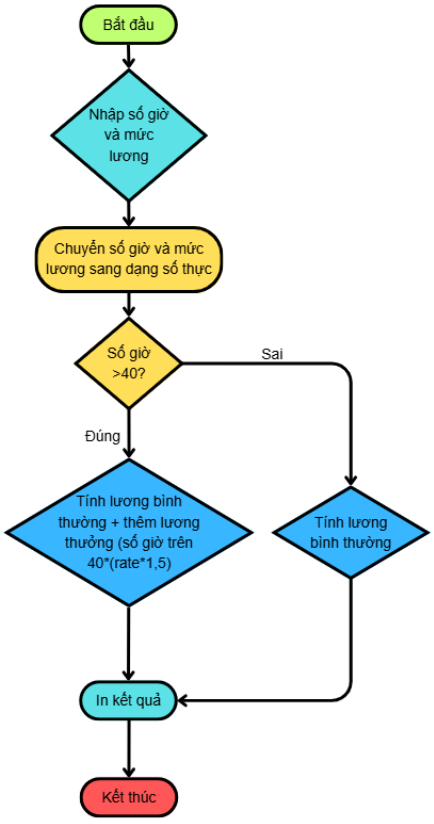
Câu 1:

```
#Exercise 1: Rewrite your pay computation to give the employee 1.5 times the
#hourly rate for hours worked above 40 hours.
a=float(input('Enter the hours: '))
print('Enter hours: ',a)
b=float(input('Enter rate: '))
print('Enter rate: ',b)
c=(a-40)*(b*1.5) #giá tiền của mỗi giờ làm trên 40 giờ
if a<=40:
    print('Pay: ',a*b)
else:
    print('Pay:', 40*b+c)
```

✓ 6.2s

```
Enter hours:  45.0
Enter rate:  10.0
Pay: 475.0
```

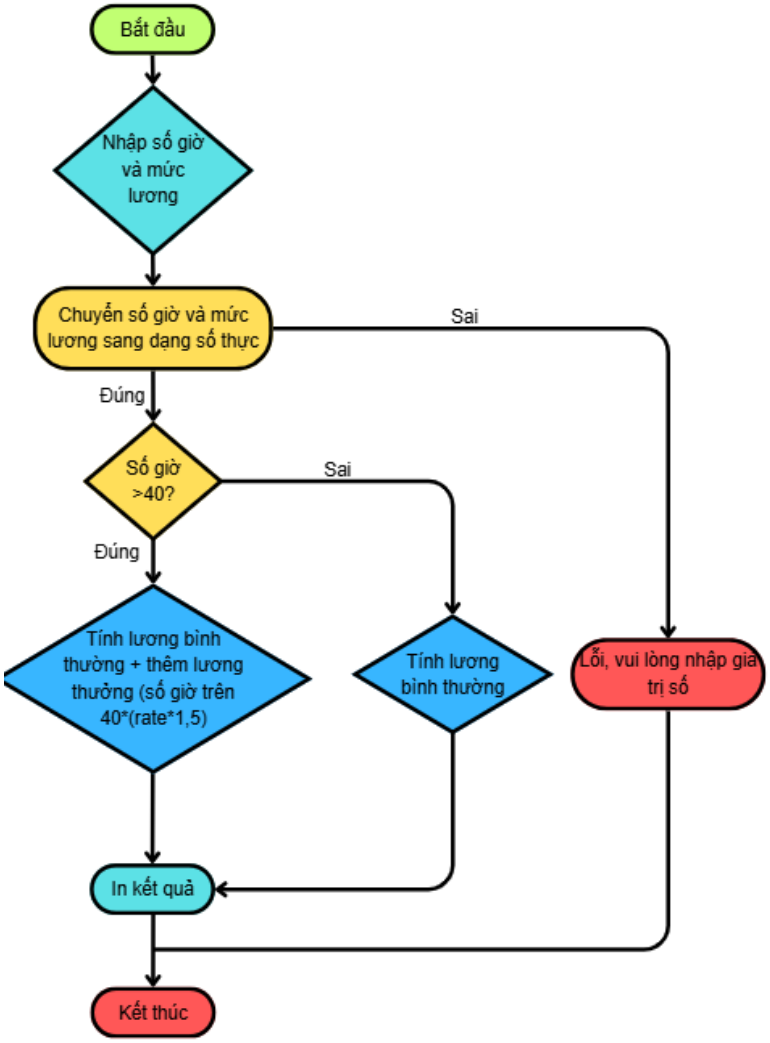
Lưu đồ giải thuật:



Câu 2:

```
#Exercise 2: Rewrite your pay program using try and except
# so that your program handles non-numeric input gracefully by printing a message and exiting the
#program. The following shows two executions of the program:
try:
    a=float(input('Enter the hours: '))
    print('Enter hours: ',a)
    b=float(input('Enter rate: '))
    print('Enter rate: ',b)
    c=(a-40)*(b*1.5) #giá tiền của mỗi giờ làm trên 40 giờ
    if a<=40:
        print('Pay: ',a*b)
    else:
        print('Pay:', 40*b+c)
except ValueError:
    print('Error, please enter numberic input')
```

Lưu đồ giải thuật:



Câu 3:

baitap3_school2.py > ...

```
"""Write a program to prompt for a
score between 0.0 and 1.0. If the
score is out of range, print an
error message. If the score is between 0.0
and 1.0, print a grade using the
following table:"""
try:
    a=input('Enter score: ')
    print('Enter score: ',a)
    a=float(a)
except:
    print("Bad Score")
    quit()
if a < 0.0 or a > 1.0:
    print('Bad')
elif a >= 0.9:
    print('A')
elif a >= 0.8:
    print('B')
elif a >= 0.7:
    print('C')
elif a >= 0.6:
    print('D')
else:
    print('F')

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS JUPYTER

```
Enter score: Perfect
Enter score:  Perfect
Bad Score
PS C:\Users\ASUS\Desktop\Python School>
```

baitap3_school2.py > ...

```python
"""Write a program to prompt for a
score between 0.0 and 1.0. If the
score is out of range, print an
error message. If the score is between 0.0
and 1.0, print a grade using the
following table:"""
try:
    a=input('Enter score: ')
    print('Enter score: ',a)
    a=float(a)
except:
    print("Bad Score")
    quit()
if a <= 0.0 or a >= 1.0:
    print('Bad Score')
elif a >= 0.9:
    print('A')
elif a >= 0.8:
    print('B')
elif a >= 0.7:
    print('C')
elif a >= 0.6:
    print('D')
else:
    print('F')

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS JUPYTE

```
Enter score: 1.0
Enter score:  1.0
Bad Score
PS C:\Users\ASUS\Desktop\Python School>
```

baitap3_school2.py > ...

```python
"""Write a program to prompt for a
score between 0.0 and 1.0. If the
score is out of range, print an
error message. If the score is between 0.0
and 1.0, print a grade using the
following table:"""
try:
    a=input('Enter score: ')
    print('Enter score: ',a)
    a=float(a)
except:
    print("Bad Score")
    quit()
if a <= 0.0 or a >= 1.0:
    print('Bad Score')
elif a >= 0.9:
    print('A')
elif a >= 0.8:
    print('B')
elif a >= 0.7:
    print('C')
elif a >= 0.6:
    print('D')
else:
    print('F')

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS JUP

```
Enter score: 0.91
Enter score:  0.91
A
PS C:\Users\ASUS\Desktop\Python School>
```

baitap3_school2.py > ...

```python
"""Write a program to prompt for a
score between 0.0 and 1.0. If the
score is out of range, print an
error message. If the score is between 0.0
and 1.0, print a grade using the
following table:"""
try:
    a=input('Enter score: ')
    print('Enter score: ',a)
    a=float(a)
except:
    print("Bad Score")
    quit()
if a <= 0.0 or a >= 1.0:
    print('Bad Score')
elif a >= 0.9:
    print('A')
elif a >= 0.8:
    print('B')
elif a >= 0.7:
    print('C')
elif a >= 0.6:
    print('D')
else:
    print('F')

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS JUP

```
Enter score: 0.81
Enter score:  0.81
B
PS C:\Users\ASUS\Desktop\Python School>
```

baitap3_school2.py > ...

```python
"""Write a program to prompt for a
score between 0.0 and 1.0. If the
score is out of range, print an
error message. If the score is between 0.0
and 1.0, print a grade using the
following table:"""
try:
    a=input('Enter score: ')
    print('Enter score: ',a)
    a=float(a)
except:
    print("Bad Score")
    quit()
if a <= 0.0 or a >= 1.0:
    print('Bad Score')
elif a >= 0.9:
    print('A')
elif a >= 0.8:
    print('B')
elif a >= 0.7:
    print('C')
elif a >= 0.6:
    print('D')
else:
    print('F')

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS JU

```
Enter score: 0.71
Enter score:  0.71
C
PS C:\Users\ASUS\Desktop\Python School>
```

baitap3_school2.py > ...

```python
"""Write a program to prompt for a
score between 0.0 and 1.0. If the
score is out of range, print an
error message. If the score is between 0.0
and 1.0, print a grade using the
following table:"""
try:
    a=input('Enter score: ')
    print('Enter score: ',a)
    a=float(a)
except:
    print("Bad Score")
    quit()
if a <= 0.0 or a >= 1.0:
    print('Bad Score')
elif a >= 0.9:
    print('A')
elif a >= 0.8:
    print('B')
elif a >= 0.7:
    print('C')
elif a >= 0.6:
    print('D')
else:
    print('F')

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS J

```
Enter score: 0.61
Enter score:  0.61
D
PS C:\Users\ASUS\Desktop\Python School>
```

baitap3_school2.py > ...

```python
"""Write a program to prompt for a
score between 0.0 and 1.0. If the
score is out of range, print an
error message. If the score is between 0.0
and 1.0, print a grade using the
following table:"""
try:
    a=input('Enter score: ')
    print('Enter score: ',a)
    a=float(a)
except:
    print("Bad Score")
    quit()
if a <= 0.0 or a >= 1.0:
    print('Bad Score')
elif a >= 0.9:
    print('A')
elif a >= 0.8:
    print('B')
elif a >= 0.7:
    print('C')
elif a >= 0.6:
    print('D')
else:
    print('F')

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS JUP

```
Enter score: 0.59
Enter score:  0.59
F
PS C:\Users\ASUS\Desktop\Python School>
```

Lưu đồ giải thuật