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<center>Lab 0</center>

a) Grades.py converts a list of numeric grades to letter grades.
b) Guess1.py and guess2.py are different from each other in that in guess1.py the user guesses the number randomly generated by the computer while in guess2.py the computer guesses a number between 1 and 100 generated by the user.
c) In guess1.py, you could replace line 10 "while True" with "while 1" or "while not False" to retain the same functionality.
d) In guess1.py, the single equals sign '=' on line 18 assigns a value to a variable but the two equals signs '==' on line 21 create a Boolean indicating that if the value of userint is equal to the value of num, then something should be done.
e) Yes, it is possible to modify grades.py to use only '<' instead of '>=' signs by using the same code but writing the numeric grades and letter grades in the elif statements in ascending order and changing the sign from '>=' to '<'.

```
f)   if gradenum < 60:
g)       lettergrade = 'F'
h)   elif gradenum < 70: # elif -> "else if", checks another condition
i)       lettergrade = 'D'
j)   elif gradenum < 80: # etc.
k)       lettergrade = 'C'
l)   elif gradenum < 90: # etc.
m)       lettergrade = 'B'
n)   else: # "else" is the catch-all that executes if no condition met.
o)       lettergrade = 'A'
p)
```