Week 03
Dealing with User Input

Lab 03 - Monty Hall Gameshow

In class we learned about using **if/else** to branch our program. For today's lab I want you to write a program that emulates a gameshow with 3 doors. The user (contestant) chooses one of 3 doors. Behind one of the doors (your choice) is a car, they win. Behind the other two doors are goats. If you're reading this far, here's a joke: Dog's can't operate an MRI machine… but catscan.

Notes:
You'll be using **if/else** statements. Your description is rather long, why not store that in a string.

Expected Output:
```
Welcome to Let's Make a Deal!
=============================
Behind one of these 3 doors is a brand new car!
Behind the other two are goats. Guess the door with the hidden
car and you win!

Choose a door: <user_input>
You chose door number <door_number>, revealing a goat!
```

- or -

```
You chose door number <door_number>, revealing a brand new car!
```

Homework 03 - Grading Program

You now know how to deal with if/else statements. Let's put it to the test and make a program that the user can enter in their score out of 100.

The grade breakdown should be as follows:
A   100 - 90
B   89 - 80
C   79 - 70
D   69 - 60
F   59 or below

Notes:
Don't forget we can compare their score to see if it's greater like so:
```
if(score >= 70)
```

Example Input:
```
97
```

Expected Example Output:
```
Enter in a grade score: 97
Congrats, you earned an A!
```

Example Input 2:
```
32
```

Expected Example Output 2:
```
Enter in a grade score: 32
Sorry, you earned an F.
```

Bonus Objectives:
1) Try to do the opposite, given a letter grade, tell the user what range their score must belong to. Do so with switch statements (look them up, try them out).