Practical: Data types, debugging a program, and selection control structures

Part 1. Data types and debugging

1. Copy <u>problems.cs</u> (provided) and try to compile it – there are a number of errors that you have to fix. If multiple error messages are displayed it is best to edit/correct and re-compile one error at a time since often one mistake can generate several error messages. You can directly go to the line in the source code that is causing the error by double-clicking the error message. Even when the program can be compiled you will find other errors are present that only become noticeable when the program is run.

Part 2. Selection Control structures

1. Write a program that reads in a given percent mark input at the keyboard, and prints to screen a corresponding grade according to the following mark ranges:

0 - 39	F
40 - 49	D
50 - 59	C
60 - 69	B
70 - 100	A

   Once you have a correct working solution review your code to see if you can optimise it any way.

2. Write a program that reads in a letter grade as above and uses a *switch* statement to display the corresponding range of marks the grade represents. To read a type char from the keyboard read in the input character as a string and then extract out the first character of that one-character long string with
   char grade = input[0];.

DEMO PART 2 QUESTION 1 TO TUTOR