HW #5

Define the following functions :

[4] **Grade: this function represent a university grading system as follow :**

- **Below 50 : F**
- **50 to 65 : D**
- **65 to 80 : C**
- **80 to 90 : B**
- **Above 90 : A**

The function take one argument [the mark] and then return the grade.

[1] **swap: this function swap two numbers .it receive two arguments(reads it from keyboard) and then** **print** **it after swapping the value.**

The output must be as follow :

Before swapping: n1 = 2, n2 = 4

After swapping: n1 = 4, n2 = 2

[2] **drawRectangle: This function displays at the left margin of the screen a solid rectangle using a specified character. The function should take two integer arguments (the rectangle sides: width and height) and one character argument (fill). For example, if width is 3, height is 2, and fill is '*', then this function should print the following:**

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[3] **calcShapeArea: This function calculates and returns the area of a shape (Triangle , Rectangle , circle , square). The function should take one arguments (name of the shape) then calculate the area and returned.**
 for example if the name argument is ''Triangle'' then you must ask user to input the dimensions of the shape(each shape depend on what dimensions need to calculate area) then the area of a triangle calculated and returned.