Computer Programming
Lab 5

2017

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1. Grading System

Given a student's score on assignment, midterm, final, and attendance, determine alphabetical grade of the student according to the policy below.

Assignment(max:100) : 20% (assignment + bonus, however assignment total cannot exceed 100)
  e.g.) 70 + bonus 50 = 120 => 100, 30 + bonus 20 = 50 => 50
Attendance(max : 20) : 10% (deduct 1 point for first absence and twice of previous deduction for the next absence)
Midterm(max : 120) : 35%
Final(max : 100) : 35%

Scale each category score to 100 before ratio calculation.

1. Grading System

Alphabet Grading

A+ : 95< S <=100, A0: 90 < S <=95, A-: 85 < S <= 90

B+ :80< S <=85, B0: 75 < S <=80, B-: 70 < S <= 75

C+ : 60 < S <=70, C0: 50 < S <= 60, C-: 40 < S <= 50

D: 25 < S <= 40

F: S <= 25

1. Grading System

Input Format

[Assignment score(max:100)] [Challenge Bonus]

[The number of absence(max : 20)]

[Midterm score (max : 120)]

[Final score (max : 100)]

Output Format

[Alphabet Grade]

1. Grading System

Input example

80 30

3

70

55

Output

C+

2. Deal card

Deal all 52 cards to 4 players randomly without dealing duplicated card

ex.)

```
Player0: C 6 | H K | D 5 | H 6 | H 2 | D 3 | C 2 | S 4 | H 9 | C Q | S10 | C J | S A |
Player1: H 2 | D 3 | C 2 | S 4 | H 9 | C Q | S10 | C J | S A | S 5 | C 3 | H A | C 8 |
Player2: H 9 | C Q | S10 | C J | S A | S 5 | C 3 | H A | C 8 | H 5 | H 7 | S 3 | D 7 |
Player3: S A | S 5 | C 3 | H A | C 8 | H 5 | H 7 | S 3 | D 7 | H J | C A | S 2 | S 8 |
```