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Assignment 3.3

Your goal in this auto grader is to write or paste in a program that implements the specifications of the assignment. You run the program by pressing "Check Code". The output of your program is displayed in the "Your Output" section of the screen. If your output does not match the "Desired Output", you will not get a score.

Even if "Your Output" matches "Desired Output" exactly, the autograder still does a few checks of your source code to make sure that you implemented the assignment using the expected techniques from the chapter. These messages can also help struggling students with clues as to what might be missing.

This autograder keeps your highest score, not your last score. You either get full credit (1.0) or no credit (0.0) when you run your code - but if you have a 1.0 score and you do a failed run, your score will not be changed.

3.3 Write a program to prompt for a score between 0.0 and 1.0. If the score is out of range, print an error. If the score is between 0.0 and 1.0, print a grade using the following table:
Score Grade
>= 0.9 A
>= 0.8 B
>= 0.7 C
>= 0.6 D
< 0.6 F
If the user enters a value out of range, print a suitable error message and exit. For the test, enter a score of 0.85.
Check Code Reset Code

```
score = input("Enter Score:")
try:
    s = float(score)
    if s < 0.6:
        print ("F")
    elif s >= 0.9:
        print ("A")
    elif s >= 0.8:
        print ("B")
    elif s >= 0.7:
        print ("C")
    elif s >= 0.6:
```

```
        print ("D")
except:
    print ("value out of range")
```

Your Output

Desired Output

B

Setting: Hide editor | Use Python 2. This software is based on Skulpt and CodeMirror. The source code for this auto-grader is available on on GitHub.