

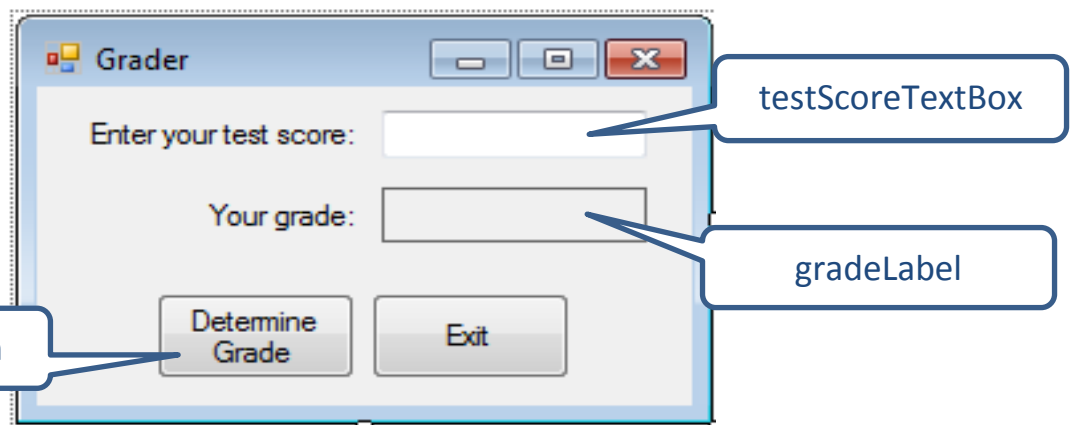
## Making Decisions Practice Exercises

1. Write a program (**Grader**) that allows the user to enter his test score. The program will then display a letter grade based on the test score.

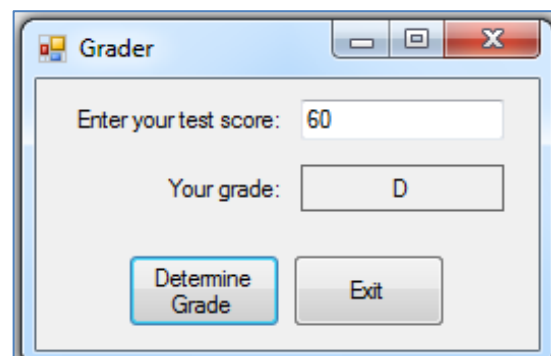
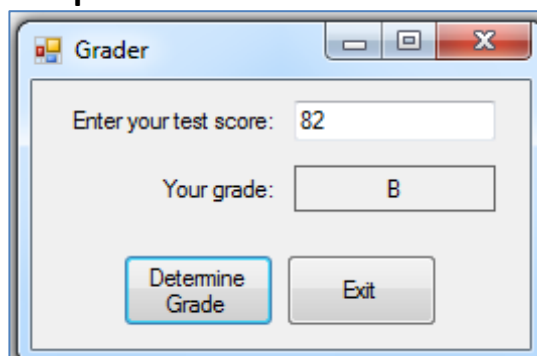
Test Score	Grade
90 and above	A
80 - 89	B
70-79	C
60-69	D
Below 60	F

- This type of program requires a series of **if – else if – else** statements.
- There are 5 possible grades, so you will use **if** or **else if** 4 times.
- You can start at either the top or the bottom of the list.

<i>Starting at the top</i>	<i>Starting at the bottom</i>
<b>if</b> (score >=90)	<b>if</b> (score < 60)
<b>else if</b> (score >=80)	<b>else if</b> (score < 70)
<b>else if</b> (score >=70)	<b>else if</b> (score < 80)
<b>else if</b> (score >=60)	<b>else if</b> (score < 90)
<b>else</b>	<b>else</b>

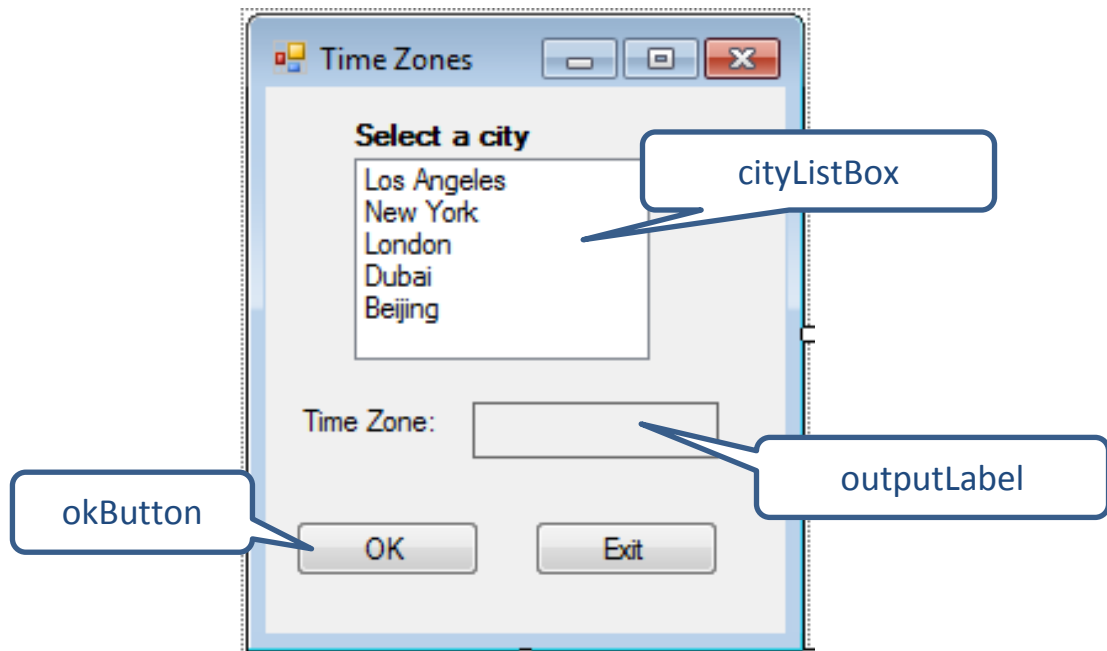


### Sample Data:

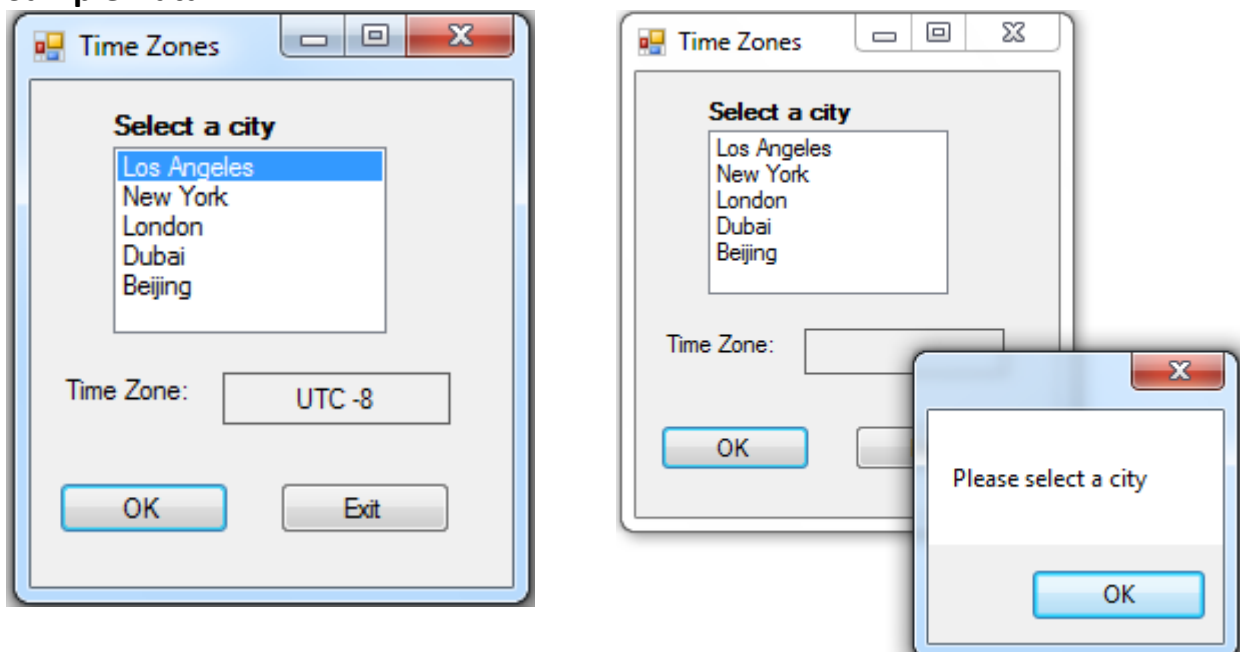


2. Write a program (**TimeZone**) that allows the user to select a city from a **ListBox** control. When the user clicks the OK button, the program displays the time zone for the city.

City	Time Zone
Los Angeles	UTC -8
New York	UTC -5
London	UTC
Dubai	UTC +4
Beijing	UTC +8



### Sample Data



3. Write a program (**CreateUsername**) that asks a user create a username (his email address) and then confirm it by typing it again. The program will compare the two and advise if they are the same.

