NAME: OMOLADE BRIGHT AYOMIDE

MATRIC NO: 19/SCI01/078

A.

1 Begin

2 Display “Input a score”

3 If (score==100)

4 Begin

5 Print “perfect A-grade”

6 End

7 Else

8 Begin

9 If (score>=70)

10 Begin

11 Print ”grade=A”

12 End

13 Else

14 Begin

15 If (score>=60)

16 Begin

17 Print ”grade=B”

18 End

19 Else

20 Begin

21 If (score>=50)

22 Begin

23 Print ”grade=C”

24 End

25 Else

26 Begin

27 If (score>=45)

28 Begin

29 Print ”grade=D”

30 End

31 Else

32 Begin

33 If (score<45)

34 Begin

35 Print ”grade=F”

36 End

37 End

B.

1 Begin

2 Display “Input Score”

3 Switch (Score)

4 Case==100

Print “Perfect A-grade”

5 Case >=70

Print “Grade=A”

6 Case >=60

Print “Grade=B”

7 Case >=50

Print “Grade=C”

8 Case >=45

Print “Grade=D”

9 Default

Print “Grade=F”

10 End