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MATRIC NO : 19/SCI02/086
COURSE : CSC 102 ASSIGNMENT (control structures)

1. Pseudocode to determine the performance of a student based on the score obtained using If-Else structure.

```
1. Begin
2.   Input a Grade
3.   If (Grade == 100)
4.     Begin
5.       Print "Perfect A Score"
6.     End
7.   Else
8.     Begin
9.       If (Grade >= 70)
10.        Begin
11.          Print "Grade = A"
12.        End
13.      Else
14.        Begin
15.          If (Grade >= 50)
16.            Begin
17.              Print "Grade = C"
18.            End
19.          Else
```

20. Begin

21. If (Grade \geq 45)

22. Begin

23. Print "Grade = D"

24. End

25. Else

26. Begin

27. Print "Grade = F"

28. End

29. End

Error: 15 If (Grade \leq 69)

Debug: 15 If (Grade \geq 50)

2. Using Switch Case ~~Structure~~ Construct

1. Begin

2. Input Grade

3. Switch (Grade)

4. Case \geq 100

Print "Perfect A Score"

5. Case \geq 70

Print "Grade = A"

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.

Error: 6 Case ≤ 69

Debug: 6 Case ≥ 60