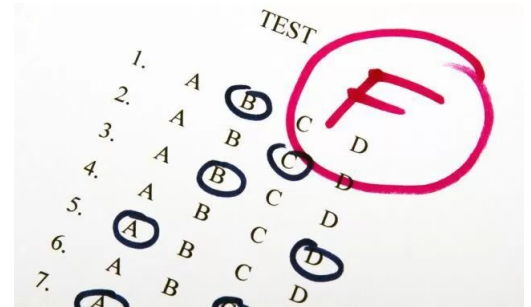


Lesson 3: Grade Calculator!

Topics covered in this class:

1. Generating **random** numbers.
2. Using **if()** and **else{ }** statements.
3. Using **int**, **boolean**, and **String** variables



Task:

Make a program that calculates a student's letter grade (A, B, C, etc.), from a percentage (0% - 100%).

- Every time you start the app, a random percentage should be turned into its equivalent letter grade.
- The calculated grade should then be displayed on the screen.

Breakdown of steps:

1. Write code to get a random number from 0 to 100 and store this number using a variable.
2. Use **if()** and **else{ }** statements to calculate the letter grade, depending on what the random number is. Use a **String** variable to store the grade

An incomplete section of the code is shown below. In the example, **percentage** is the variable storing the student's test results:

<pre> if(percentage >= 90) { //display grade "A" } else if(percentage >= 70) { //display grade "B" } ... </pre>	%	Grade	
	90-100	A	Pass
	70-89	B	
	50-69	C	
	40-49	D	
	20-39	E	Fail
	0-19	F	

3. Copy the code above and continue the code to include every possible letter grade (A-F). Use the table above to help you.

If you're finished early:

- Write code to determine whether the student has passed or failed their exam, depending on their grade. Use a **boolean** variable to store the grade