

CSCI-101 Review

Switch Statements

Write a class named **Switch** and in **main** do the following:

1. Ask the user to enter one of the following characters: A, B, C, D, F. Declare a variable named **letterGrade** and initialize it to the value read from the keyboard. Declare a variable named **points** that can hold an integer. Use a switch statement *and the following table* to set **points** according to the value of **letterGrade**, then print the value of **points**.

letterGrade	points
A	5
B	4
C	3
D	2
F	0
All other values	-1

2. Declare a variable named **score** that can hold an integer. Ask the user to enter in an integer whose value is between 1 and 5 and read the value into **score**. Declare a variable named **pass** that can hold a Boolean value. Write code that uses a switch statement to set **pass** according to the following table, then print the value in **pass**.

pass	score
FALSE	1
FALSE	2
TRUE	3
TRUE	4
TRUE	5
FALSE	all other values