

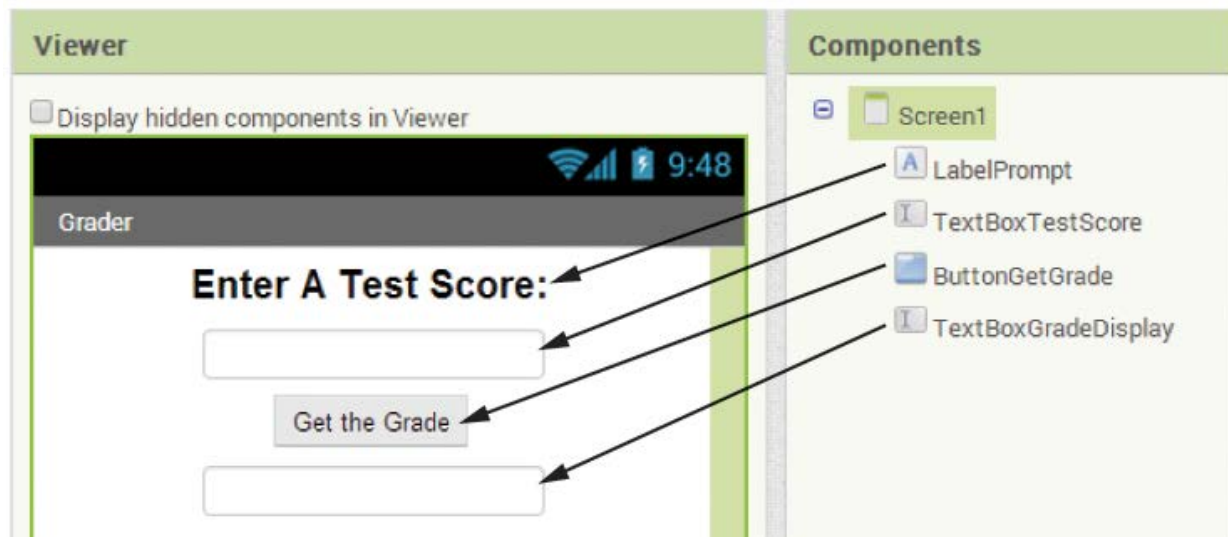
Grades App

In this tutorial, you will use Nested If Statements to create an app that reads a test score and displays a grade (such as A, B, etc.). The following 10-point grading scale is used to determine the grade:

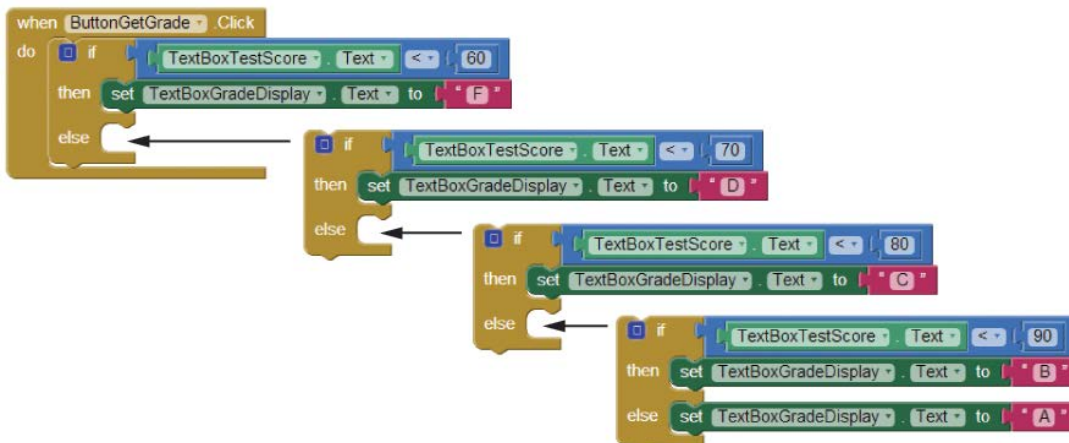
Test Score	Grade
Below 60	F
60–69	D
70–79	C
80–89	B
90 and above	A

Step 1: Start a new project named Grader.

Step 2: Set up the app's screen with the components shown in below. Refer to the Table for the relevant property settings for each component.



Step 3: Program the Click event handler for the ButtonGetGrade button. Open the Blocks Editor and create the event handler. The blocks below can be used to program the app. **Can you think of a simpler way to program the app using If Else Statements?**



Component	Relevant Property Settings
Screen1	AlignHorizontal = <i>Center</i> Title = <i>Grader</i>
LabelPrompt	FontBold = <i>checked</i> FontSize = <i>20</i> Text = <i>Enter A Test Score:</i> TextAlignment = <i>Center</i>
TextBoxNumber	Enabled = <i>checked</i> NumbersOnly = <i>checked</i> Hint = <i>cleared</i> TextAlignment = <i>center</i> Width = <i>Automatic</i> Height = <i>Automatic</i>
ButtonGetGrade	Text = <i>Get the Grade</i>
TextBoxGradeDisplay	Enabled = <i>unchecked</i> Hint = <i>cleared</i> TextAlignment = <i>center</i> Width = <i>Automatic</i> Height = <i>Automatic</i>

Step 4: Test the app in the emulator or on your device. Enter a variety of numeric test scores to verify the correct grades are displayed.