

Programming Exercise 7.1

Using Switch-statements

Purpose. Learn about the switch-statement in Java by replacing the if-statement in an existing program with a logically equivalent switch-statement.

Requirements. Rewrite the `PassNoPass.java` program from chapter 6, and name it `PassSwitch.java`. Modify the program so that it *uses switch logic* instead of if-else logic. Also, add to the program's capabilities so that it outputs "You do not pass" for grades of "D" or "F", and outputs "Invalid entry" for any other user input.

Do *NOT* have duplicate code blocks for different "cases". If more than one grade case would result in the same output, use multiple case statements.

Program I/O. Input: one letter from the console keyboard. Output: Your identifying information, and either "You pass", "You do not pass", or "Invalid entry", to the console screen.

Examples (3). Here's what the output should look like, with user input in blue:

```
What is your grade? [A, B, C, D, or F]: X
Invalid entry
```

```
What is your grade? [A, B, C, D, or F]: F
You do NOT pass
```

```
What is your grade? [A, B, C, D, or F]: A
You pass
```