

Setting up the Assignment

Type in the following program code framework **exactly** as you see it here, except with **your name** instead of mine, and then save it in your Python folder with `Lab2.py` as the filename. Leave the gray areas blank for now; you will write new code there later.

```

# William T. Verts - Lab #2

def PadRight (S, N):
    Write new code here to return string S
    padded on right with spaces to length N.
    return S

def PadLeft (S, N):
    Write new code here to return string S
    padded on left with spaces to length N.
    return S

def GetGrade (Score):
    Write new code here to return
    a letter grade string appropriate
    to the value of variable Score.
    return Result

def Process (Name, Score):
    Write new code here to return a string S
    containing the name, score, letter grade,
    and histogram, all separated by the right
    number of spaces.
    return S

def Main ():
    print (Process ("Fred", 78))
    print (Process ("Sam", 23))
    print (Process ("Mary", 100))
    print (Process ("Bob", 72))
    print (Process ("Carol", 62))
    print (Process ("Sue", 85))
    print (Process ("Mortimer", 5))
    return
    
```

Notice that there are four functions which need to be finished, `PadRight`, `PadLeft`, `GetGrade`, and `Process`. You can complete and debug each function in order, before working on the next function in the program. Function `Main` is finished as-is and ***must not be modified*** from what you see here.

Task #1 – PadLeft and PadRight

The `PadRight` function has two parameters: `S` (a string) and `N` (an int), and returns as its result the string `S` padded on the right with blanks until the length of `S` contains no fewer than `N` characters. The `PadLeft` function is identical to `PadRight` except that it adds blanks to the left side of the string.

For example, the string `"Frog"` is four characters long, so `PadLeft("Frog", 7)` would return the seven-character string `" Frog"` (with the extra blanks on the left) and `PadRight("Frog", 7)` would return the seven-character string `"Frog "` (with the extra blanks on the right).

However, the string `"Froggies"` is *already* longer than seven characters, so both `PadLeft("Froggies", 7)` and `PadRight("Froggies", 7)` would return the original string `"Froggies"` unchanged as the result.

<code>PadLeft("Frog", 7)</code>	returns the 7-character string:	<table border="1"><tr><td> </td><td> </td><td> </td><td>F</td><td>r</td><td>o</td><td>g</td></tr></table>				F	r	o	g	
			F	r	o	g				
<code>PadRight("Frog", 7)</code>	returns the 7-character string:	<table border="1"><tr><td>F</td><td>r</td><td>o</td><td>g</td><td> </td><td> </td><td> </td></tr></table>	F	r	o	g				
F	r	o	g							
<code>PadLeft("Froggies", 7)</code> <code>PadRight("Froggies", 7)</code>	return the 8-character string:	<table border="1"><tr><td>F</td><td>r</td><td>o</td><td>g</td><td>g</td><td>i</td><td>e</td><td>s</td></tr></table>	F	r	o	g	g	i	e	s
F	r	o	g	g	i	e	s			

You will need to use a `while` loop in each function. You will also need to use the standard Python `len` function in your code to ask about the current length of a string, but no other functions.

Complete these two functions, then test them from the `>>>` command line prompt with different strings and different lengths to make sure that they handle all possible cases. Common problems include “off-by-one” errors, where the number of blanks might be one too few or one too many – check this!

Note that `PadLeft` and `PadRight` return a value but do not print anything! You will lose points if either of these functions use the `print` statement! All printing happens in the `Main` function.

Task #2 - GetGrade

The `GetGrade` function has one `int` parameter called `Score`. The function must return the one-character string "A" if `Score` is greater than or equal to 90, "B" if `Score` is greater than or equal to 80, "C" if `Score` is greater than or equal to 70, "D" if `Score` is greater than or equal to 60, and "F" otherwise.

Complete this function, then test it with different values for `Score` to make sure it handles all five grade ranges correctly, including exactly 90, 80, 70, and 60.

Note that `GetGrade` returns a value but does not print anything! You will lose points if this function uses the `print` statement! All printing happens in the `Main` function.

