

**University of Hull**  
**Department of Computer Science**

**Playing with Python**

Vsn. 1.0 Rob Miles 2014

**Python and Potatoes**

**Grading potatoes**

You have been employed by the “Spud-o-Matic” potato grading company to create a program to process some test data what was received from one of their machines.

When the program runs the user will enter the weight of the potato and the grade will be displayed.

1. Less than 200 gms – grade X
2. Between 200 and 400 gms – grade A
3. Between 400 and 800 gms – grade B
4. Above 800 gms – grade Z

The program will keep asking for weights until the user enters a weight which is less than 0. This will cause the program to stop and display the number of potatoes that have been entered in each grade. (Note that these grades are made up; you may be able to find proper potato weights on the web).

**Hints**

This is very like a certain cricket program you may have seen. The main difference is in the way that the loop works, in that the program must keep looping while the weight is greater than 0. You might find a good use for the **break** keyword here.

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