```
        {
          Display bar of asterisks corresponding to the number of
          scores for the current _range_.
        }

        for count := 1 to howmany_in_range[range] do
          write('*');

        writeln;
      end;
end.
```

```
program score_hist;

{
  This program accepts scores entered by the user until a negative score
  is entered.  All scores are assumed to be in the range 0...100.  It
  keeps track of how many scores are in the 100s, 90s, ..., 10s, and 1s.
  When the user signals "no more scores" by entering a negative score,
  then a histogram of asterisks (*) displays how many entered scores were
  in each range, e.g., 100s, 90s, ...
}

var
  { This array keeps track of how many scores were entered in each range }

  howmany_in_range : array [0..10] of integer;

  score : integer;  { Used to read in a score }

  range, count : integer;

begin
  { Initialize counts }

  for range := 0 to 10 do
    howmany_in_range[range] := 0;

  { Initial read of a score }

  writeln('Enter a score (-1 to print histogram):');
  readln(score);

  while score >= 0 do
    begin
      { Increment appropriate counter based on range of score }

      howmany_in_range[score div 10] := howmany_in_range[score div 10] + 1;

      { Read another score }

      writeln('Enter a score (-1 to print histogram):');
      readln(score);
    end;

   { Display score histogram }

   writeln;
   writeln('Score Histogram:');

   for range := 10 downto 0 do
     begin
       if range = 0 then
         write(1, 's: ')  { So that the label is `1s' instead of `0s' }
       else
         write(range * 10, 's: ');
```