Lab 10

(Due date: Friday, 3/27/2009 in the Lab hours)

Your name:	Score:

1. Write a Java application that calculate average grade and display the grade in **both percent and letter grades** according to the following:

- The application must prompt for inputs of 5 test scores which are between 0 and 100. If a wrong input is detected (e.g., -10, 130), the program must display an error message and wait for a correct input.
- When the inputs are correctly inputted, the program will calculate the average grade (hint: if the inputs are integers, they need to be converted to doubles for the calculation of the average grade) as percent grade (an integer number).
- The percent grade will be displayed and the corresponding letter grade will also be displayed according to the following table:

10~59	F
60~63	D-
64~66	D
67~69	D+
70~73	C-
74~76	C
77~79	C+
80~83	B-
84~86	B
87~89	B+
90~93	A-
94~96	A
97~99	A+

- **Write two classes: GradeTest (with main()) and Grade (to produce these patterns, such as readGrades, averageGrade).**
- **You need to use switch…case…statement.**

2 (Due by next Wednesday—4/1. Shown to the instructor in the Lab). Practice the following Chapter 6 Java projects (**how to grade:** questions will be asked about these projects, your answers will determine your grade!—your answers do NOT have to be correct to receive a full grade, but they must tell that you have spent time and effort on these projects!!! The questions I will ask will be much like: what does this project (or a certain part of it, which can be a code segment as large as a whole class, or as small as just one statement, or even a variable.) do? What is new (which has not been covered in Chapters 1 through 5)…).

- Fig6.7 and Fig6.8: Random number generation (p. 254-258).
- Fig6.9 and Fig6.10: A game of chance (p. 260-2263).
- Fig6.11 and Fig6.12: Scope of declaration (p. 264-267).
- (Of course, you need to read both the text and code first!).