## WEEK 2

Develop a Java program to create a class Student with members usn, name, an array credits and an array marks. Include methods to accept and display details and a method to calculate SGPA of a student.

```
import java.util.Scanner;
class student{
  student(){}
String name;
String usn;
float res=0;
int n;
int credits[]=new int[3];
int marks[]=new int[3];
int t=0;
void accept()
{
Scanner s=new Scanner(System.in);
System.out.println("Enter your Name");
name=s.nextLine();
System.out.println("Enter USN ");
usn=s.nextLine();
System.out.println("Enter credits and marks");
for(int i=0;i<3;i++)
{
this.credits[i]=s.nextInt();
this.marks[i]=s.nextInt();
}
void calculate()
int grade=0;
for(int i=0;i<3;i++)
if(marks[i]>=90)
grade=10;
else if(marks[i]>=80)
grade=9;
else if(marks[i]>=70)
```

```
grade=8;
else if(marks[i]>=60)
grade=7;
else if(marks[i]>=50)
grade=6;
else if(marks[i]>=40)
grade=5;
else grade=0;
res=res+grade*credits[i];
for(int i=0;i<3;i++)
t+=credits[i];
res=res/t;
}
void display()
System.out.println("Name:"+name+"\nUSN:"+usn);
System.out.println("Marks");
for(int i=0;i<3;i++)
System.out.println(marks[i]);
System.out.println("SGPA="+res);
}
}
class Lab_2
public static void main(String args[])
student s1=new student();
s1.accept();
s1.calculate();
s1.display();
}
Enter your Name
Aravind
 nter USN
1bm21cs080
Enter credits and marks
3 40 2 40 4 40
 Name:Aravind
USN:1bm21cs080
```

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	(sedies and an away make. Include methods
	to accept and disclay details and
	to accept and display details and a method to calculate appa of student.
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	void accept () E
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	System out Paintly L'Enter cardits of 3 isubjects');
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	void display () {
	System out pointly ("osn: "+ osn);
	System out paintln 1 "name: " + name);
	System. out paintln ("Makes in 3 subjects");
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(3) (seate a clay Book which contains your members name, author, paics, num-pages. Inchade a constanctor to set the values you the members Include methods to set and get the Letai of the object. Include a tostaing () method that could display the complete details of book. Developa java program to relate n book objects. impost Djave. util. Scannes; class Books Steing name, author; int num-pages; float paice; Book ( Staing in Storing a, int num, float p) ? this n= name; this a= author; this nam=num-pages;
this p = paid; Book 1) 53 Scanner s = now Scanner (System.in); System.out. println ("Finder book name name = s. nentline(); System out pointly (" Enle book author"); author = S. next LineD. System. out paintly (" future number of pages and paint num-pages = s. nent Jut(). paice = S. next Float();

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