```java
/*
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 * 9/8/22
 * Test Score program
 */

 //import statements
 import javax.swing.*;
 import java.awt.*;
 import java.awt.event.ActionListener;
 import java.awt.event.ActionEvent;
 import java.text.DecimalFormat;

 public class Main extends JFrame implements ActionListener{

    static float avg;  //track average score

    //screen components
    JTextArea outputArea = new JTextArea("", 10, 30);
    JButton btnCalculate = new JButton("Calculate");
    JLabel txtEarned = new JLabel("Points Earned");
    JTextField pointsEarnedField = new JTextField(10);
    JLabel txtTotal = new JLabel("Total Points Possible");
    JTextField pointsTotalField = new JTextField(10);
    DecimalFormat f = new DecimalFormat("##.00");

    public static void main(String[] args){
        Main frame = new Main();
        frame.setSize(500,500);
        frame.setVisible(true);
    }

    public Main(){
        //application bar name
        super("Test Score");
        setDefaultCloseOperation(EXIT_ON_CLOSE);

        //layout manager
        setLayout(new FlowLayout());

        //add screen components
        add(txtEarned);
        add(pointsEarnedField);
        add(txtTotal);
        add(pointsTotalField);
        add(outputArea);
        add(btnCalculate);

        //add listener for button
        btnCalculate.addActionListener(this);

    }

    public void actionPerformed(ActionEvent event){
        Object objSource = event.getSource();
        int pointsEarned, pointsTotal; //declare variables for points earned and total points
possible on an assignment
```

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        if (objSource == btnCalculate){
            outputArea.setText(""); //refresh contents of text area on every btn click

            //grab strings from textboxes and convert into integers for calculation
            pointsEarned = Integer.parseInt(pointsEarnedField.getText());
            pointsTotal = Integer.parseInt(pointsTotalField.getText());

            //create calculate class object and feed in inputs
            calculate calculate = new calculate(pointsEarned, pointsTotal);

            //grab results from calculation class and assign to variables
            char letterGrade = calculate.getLetterGrade();
            float highestScore = calculate.getTopScore();
            float avg = calculate.getAvg();
            String outputString = "";

            //ouput
            outputString = "Score: " + pointsEarned + "/" + pointsTotal + "\n" +
            "Letter Grade: " + letterGrade + "\n" +
            "Highest Score (%): " + f.format(highestScore * 100) + "\n" +
            "Average Score (%): " + f.format(avg * 100);
            outputArea.append(outputString);
        }
    }

}
```