

JAVA ASSIGNMENT WEEK 3

Design a TestScores class that has fields to hold three test scores. The class should have a constructor, getter and setter methods for the test score fields, and a method that returns the average of the test scores. Demonstrate the class by writing a separate class UseTestScores which has main() that creates an instance of the TestScores class. And your program should ask the user to enter three test scores, which will be stored in the TestScores object. Then the program should display the average of the scores, as reported by the TestScores object.

EXPLANATION;

Design a Test Scores class that has fields to hold three test scores. The class should have a constructor, accessor and mutator methods for the test score fields, and a method that returns the average of the test scores. Demonstrate the class by writing a separate program that creates an instance of the class. The program should ask the user to enter three test scores, which are stored in the Test Scores object. Then the program should display the average of the scores, as reported by the TestScores object.

PROGRAM CODE; TEST SCORE CLASS:

```
public
class
TestScores
{

    private double score1;
    private double score2;
    private double score3;
    private double average;

    public TestScores(double s1, double s2, double s3) {

        score1 = s1;
        score2 = s2;
        score3 = s3;
    }

    public void setScore1(double s1) {

        score1 = s1;
    }

    public void setScore2(double s2) {
```

```

        score2 = s2;
    }

    public void setScore3(double s3) {

        score3 = s3;
    }

    public double getScore1() {

        return score1;
    }

    public double getScore2() {

        return score2;
    }

    public double getScore3() {

        return score3;
    }

    public double getAverage() {

        return ((score1 + score2 + score3) / 3);
    }
}

```

MAIN PROGRAM

```

public static void main(String[] args) {

    double test1;
    double test2;
    double test3;

    // Create a scanner for keyboard input.
    Scanner keyboard = new Scanner(System.in);

    System.out.print("Enter test score: ");
    test1 = keyboard.nextDouble();

    System.out.print("Enter test score: ");
    test2 = keyboard.nextDouble();

    System.out.print("Enter test score: ");
    test3 = keyboard.nextDouble();

    // close scanner
}

```

```
keyboard.close();

TestScoresClassProgram classProgram = new TestScoresClassProgram();
TestScores scores = classProgram.new TestScores(test1, test2, test3);

// Display average
System.out.println("The average test score: "
    + scores.getAverageScore());
}
```

OUTPUT:

```
Enter test score: 10
Enter test score: 30
Enter test score: 25
The average test score: 21.666666666666668
```