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1 /*
2 Q1 WAP which would contain 6 objects, of a class
3 Student. Student [Name, Age, section, percentage]. They all belong to Section-A.
4 Your program would be able to find the average percentage of students in this section.
5 Use constructors to create these 6 objects and input from Scanner class.
6 */
7
8 package Assignment_01;
9
10 public class Q1 {
11
12     public static void main(String[] args) {
13         System.out.println("Question 01");
14         System.out.println("Arnav_F_20011210");
15         Student obj = new Student("Rajesh", 17, 'A', 80);
16         Student obj1 = new Student("Harshad", 16, 'A', 86);
17         Student obj2 = new Student("Atharva", 14, 'A', 81);
18         Student obj3 = new Student("Samar", 12, 'A', 90);
19         Student obj4 = new Student("Anuj", 15, 'A', 75);
20         Student obj5 = new Student("Pinku", 17, 'A', 70);
21         //Getting the result
22         Student result = new Student();
23         result.get_avg();
24
25     }
26 }
27
28 }
29
30 class Student
31 {
32     String name;
33     int age;
34     char Section;
35     int percentage; //assuming percentage to be discrete value
36     static int avg_per = 0;
37
38     Student()
39     {
40         age = 0;
41         percentage = 0;
42     }
43     Student(String s, int a, char sec, int per) // Constructor name should be equal to
44         class name
45     {
46         name = s;
47         age = a;
48         Section = sec;
49         percentage = per;
50         avg_per += per;
51
52         System.out.println("\t");
53         System.out.println("Name: "+name);
54         System.out.println("Section= "+Section);
55         System.out.println("Age= "+age);
56         System.out.println("Percentage= "+percentage+"%");
57     }
58
59     void get_avg()
```

```
59     {
60         int average = avg_per/6;
61         System.out.println("\t");
62         System.out.println("Average Percantage of all students= "+average+"%");
63     }
64 }
```