```java
/*
Q1 WAP which would contain 6 objects, of a class
Student. Student [Name, Age, section, percentage]. They all belong to Section-A.
Your program would be able to find the average percentage of students in this section.
Use constructors to create these 6 objects and input from Scanner class.
*/

package Assignment_01;

public class Q1  {

    public static void main(String[] args) {
        System.out.println("Question 01");
        System.out.println("Arnav_F_20011210");
        Student obj = new Student("Rajesh", 17, 'A', 80);
        Student obj1 = new Student("Harshad", 16, 'A', 86);
        Student obj2 = new Student("Atharva", 14, 'A', 81);
        Student obj3 = new Student("Samar", 12, 'A', 90);
        Student obj4 = new Student("Anuj", 15, 'A', 75);
        Student obj5 = new Student("Pinku", 17, 'A', 70);
        //Getting the result
        Student result = new Student();
        result.get_avg();


    }

}

class Student
{
    String name;
    int age;
    char Section;
    int percentage; //assuming percentage to be discrete value
    static int avg_per = 0;

    Student()
    {
        age = 0;
        percentage = 0;
    }
    Student(String s, int a, char sec, int per) // Constructor name should be equal to class name
    {
        name = s;
        age = a;
        Section = sec;
        percentage = per;
        avg_per += per;

        System.out.println("\t");
        System.out.println("Name: "+name);
        System.out.println("Section= "+Section);
        System.out.println("Age= "+age);
        System.out.println("Percentage= "+percentage+"%");
    }

    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 }
```