Marks Processing program

Design And Implementation

The program is run through the ProcessMarks class file, which takes the result of the Marks class file and passes this to various methods to perform simple arithmetic and conversions, keeping the array that was returned by Marks intact. The program also does not rely on the methods being initiated in any order. Each is self reliant and only needs to be passed an array to work.

Testing

The marks file was used to test the program at the end, but initially a single array that was 10 digits long, comprising of the numbers 1 – 10 was used in order to test the initial program, but about halfway through development the Marks file was implemented.

Source Code Files

Marks.java – Creates a series of pseudo-random numbers, to be used by the ProcessMarks class

ProcessMarks.java – Uses the marks provided by the Marks class to perform a series of calculations and print these results

Supporting Files

No supporting files, unless Marks.class counts, in which case it is the compiled version of Marks.java

Use Case

The user places both Marks.class and ProcessMarks.class in the same directory, launches either an IDE, command prompt or terminal at said directory and then runs ProcessMarks using the appropriate command/tool.