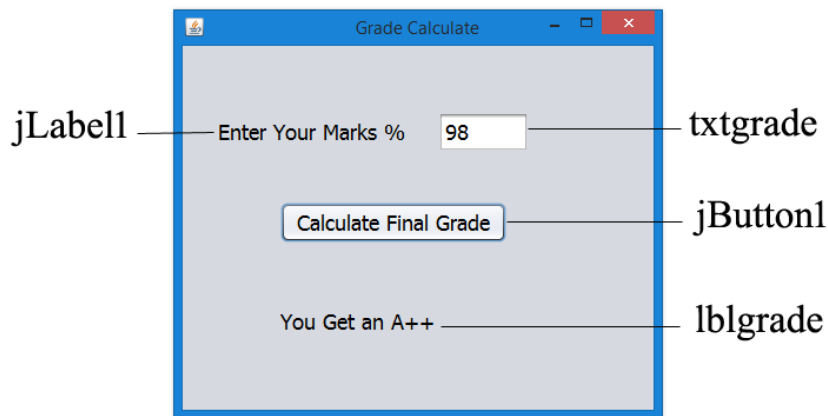


## 5.9 Grade Calculator

- Develop an application to having interface as shown below:

Marks %	Grade
$\geq 90$	A++
80 – 90	A+
75 – 80	A
60 – 75	B
50 – 60	C
40 – 50	D
$< 40$	Fail



- Now double click on boundary the push **jButton1 (Calculate Final Grade Button)**. The code editor window will get open. In it, simply type the following code.

```
1. double pre = Double.parseDouble(txtgrade.getText());
```

```
2.     if(pre >= 90)
3.     {
4.         lblgrade.setText("You Get an A++");
5.     }
6.     else
7.     if(pre > 80)
8.     {
9.         lblgrade.setText("You Get an A+");
10.    }
11.    else
12.    if(pre > 75)
13.    {
14.        lblgrade.setText("You Get an A+");
15.    }
16.    else
17.    if(pre > 60)
18.    {
19.        lblgrade.setText("You Get an B");
20.    }
21.    else
22.    if(pre > 50)
23.    {
24.        lblgrade.setText("You Get an C");
25.    }
```

```
26.     else
27.     if(pre > 40)
28.     {
29.         lblgrade.setText("You Get an D");
30.     }
31.     else
32.     {
33.         lblgrade.setText("You are fail.!");
34.     }
```