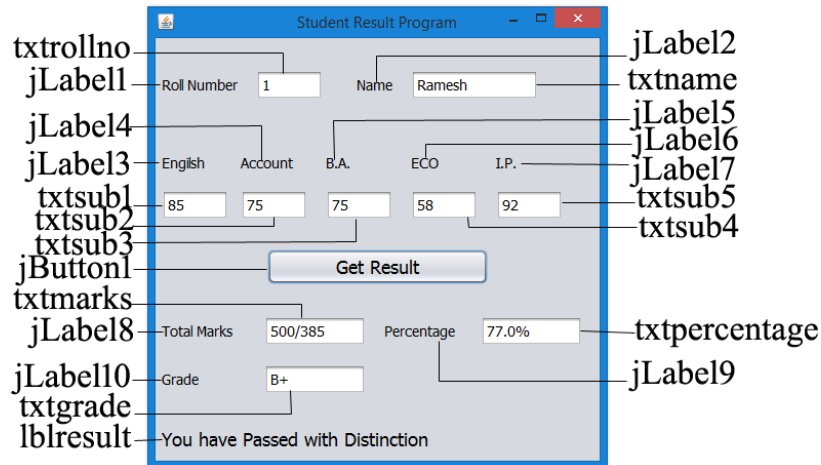


## 4.5 Student Result

- Develop an application to prepare student result on the basis of marks entered. A sample screenshot is being show below:



- Now double click on boundary the push **jButton1** (Get Result Text Button). The code editor window will get opened. In it, simply type of following code.

```
1.      int sub1 = Integer.parseInt(txtsub1.getText());
2.      int sub2 = Integer.parseInt(txtsub2.getText());
3.      int sub3 = Integer.parseInt(txtsub3.getText());
4.      int sub4 = Integer.parseInt(txtsub4.getText());
5.      int sub5 = Integer.parseInt(txtsub5.getText());
6.      int total = sub1 + sub2 + sub3 + sub4+ sub5;
7.      txtmarks.setText("500/"+total);
```

```
8.     double pre = total / 5;
9.     txtpercentage.setText(""+pre+"%");
10.    //Calculate grade
11.    if(pre >= 90)
12.    {
13.        txtgrade.setText("A+");
14.    }
15.    else if(pre >= 80)
16.    {
17.        txtgrade.setText("A");
18.    }
19.    else if(pre >= 70)
20.    {
21.        txtgrade.setText("B+");
22.    }
23.    else
24.    if(pre >= 60)
25.    {
26.        txtgrade.setText("B");
27.    }
28.    else if(pre >= 50)
29.    {
30.        txtgrade.setText("C+");
31.    }
```

```
32.     else if(pre >= 40)
33.     {
34.         txtgrade.setText("C");
35.     }
36.     else
37.     {
38.         txtgrade.setText("Fail.!");
40.     }
41.     //result
42.     if(pre >= 70)
43.     {
44.         lblresult.setText("You have Passed with Distinction");
45.     }
46.     else if(pre >= 60)
47.     {
48.         lblresult.setText("You Have Passed With Secong Class");
49.     }
50.     else
51.     {
52.         lblresult.setText("You Are Fail..!");
53.     }
54.     //right result
55.     if(sub1 <= 35)
56.     {
```

```
57.         txtpercentage.setText("-");
58.         txtgrade.setText("Fail");
59.         lblresult.setText("You Are Fail.!");
60.     }
61.     else
62.     {}
63.     if(sub2 <= 35)
64.     {
65.         txtpercentage.setText("-");
66.         txtgrade.setText("Fail");
67.         lblresult.setText("You Are Fail.!");
68.     }
69.     else
70.     {}
71.     if(sub3 <= 35)
72.     {
73.         txtpercentage.setText("-");
74.         txtgrade.setText("Fail");
75.         lblresult.setText("You Are Fail.!");
76.     }
77.     else
78.     {}
79.     if(sub4 <= 35)
80.     {
```

```
83.         txtpercentage.setText("-");
84.         txtgrade.setText("Fail");
85.         lblresult.setText("You Are Fail.!");
86.     }
87.     else
88.     {}
89.     if(sub5 <= 35)
90.     {
91.         txtpercentage.setText("-");
92.         txtgrade.setText("Fail");
93.         lblresult.setText("You Are Fail.!");
94.     }
95.     else
96.     {}
```