

```
1  /**
2
3  * header
4
5  */
6
7  import static java.lang.System.*;
8  import java.util.Scanner;
9
10 public class Grade
11 {
12     // 1 int instance variable <-- is possible with one instance var, but
    I broke it up in to two parts ;)
13     private int foo;
14     private char fuu;
15
16     // default constructor
17     public Grade ()
18     {
19         foo = 0;
20     }
21     // loaded constructor
22     public Grade(int fuubar)
23     {
24         setGrade(fuubar);
25     }
26     // method setGrade
27     public void setGrade(int foobar)
28     {
29         foo = foobar;
30     }
31     // method getLetterGrade
32     private void getLetterGrade()
33     {
34         if (foo >= 90 && foo < 101)
35             fuu = 'A';
36         else if (foo >= 80 && foo < 90)
37             fuu = 'B';
38         else if (foo >= 75 && foo < 80)
39             fuu = 'C';
40         else if (foo >= 70 && foo < 75)
41             fuu = 'D';
42         else
43             fuu = 'F';
44     }
45     // method toString
46     public String toString()
47     {
48         getLetterGrade();
```

```
49         return (foo + " is a " + fuu);  
50     }  
51 }
```