CSMC3320
Technical Computing using Java
Group Program #1
Average (again) A Getting Started Program

Write a properly structured Java program that will prompt the user for and read a numeric grade from the keyboard. The grade will be a double. The program will accumulate the grades as they are entered and keep count of the number of grades that were entered. The data entry will continue until the entered grade is less than 0.0 or greater than 100.0 at which time the data entry will stop. After the data has been entered the program will proceed to calculate the average then print the sum, count and average to the display. Make use of the numeric value of NaN and print an appropriate error message. Properly open the keyboard and handle errors appropriately. Open the keyboard as a BufferedReader.

The program header will contain your names, the course title, course number, group number, and email addresses. The program header will also contain the program name. The program will be named Average.java. You must fully comment your program. Use the command line javac compiler to compile the program and use java to run your program.

Only turn in a program that will compile without errors. A program that has compile errors will be returned un-checked. Late points will continue to accumulate until a program is turned in that compiles without errors.