

Grade Calculator I

Grade settings: Maximum grade: 100

Disable external file upload, paste and drop external content: Yes

Based on: [Grade Calculator I](#)

Run: Yes **Evaluate:** Yes

Automatic grade: Yes

A School wants to assign grades to its students based on their marks. You have been assigned as the programmer to automate this process. You would like to showcase your skills by creating a quick prototype. The prototype consists of the following steps:

Read student details from the User. The details would include name, mark in the given order. The datatype for name is string, mark is float.

You decide to build a hashmap. The hashmap contains name as key and mark as value.

BUSINESS RULE:

1. If Mark is less than 60, then grade is FAIL.
2. If Mark is greater than or equal to 60, then grade is PASS.

Note: FAIL/PASS should be in uppercase.

3. Store the result in a new Hashmap with name as Key and grade as value.
4. You decide to write a function **calculateGrade** which takes the above hashmap as input and returns the hashmap as output. Include this function in class **UserMainCode**.

Create a Class **Main** which would be used to read student details in step 1 and build the hashmap. Call the static method present in UserMainCode.

Input and Output Format:

Input consists of student details. The first number indicates the size of the students. The next two values indicate the name, mark.

Output consists of a name and corresponding grade for each student.

Refer sample output for formatting specifications.

Sample Input 1:

3

Avi

76.36

Sunil

68.42

Raja

36.25

Sample Output 1:

Avi

PASS

Sunil

PASS

Raja

FAIL

```
1 import java.util.HashMap;
2 import java.util.LinkedHashMap;
3 import java.util.Map;
4 import java.util.Map.Entry;
5 import java.util.Scanner;
6
7 public class Main {
8
9     public static void main(String args[]) {
10
11         Scanner sc=new Scanner(System.in);
12         int number=sc.nextInt();
13         LinkedHashMap<String, Float> map=new LinkedHashMap<String, Float>();
14         HashMap<String, String> map1=new LinkedHashMap<String, String>();
15         for(int i=0;i<number;i++)
16         {
17             String key=sc.next();
18             float value=sc.nextFloat();
19             map.put(key, value);
20         }
21         map1=UserMainCode.calculateGrade(map);
22         for(Entry<String, String> obj:map1.entrySet())
23         {
24             System.out.println(obj.getKey());
25             System.out.println(obj.getValue());
26         }
27     }
28 }
29
30
```

