Challenge 3: Calculate the Student's Total Marks

In this exercise, you have to calculate the student's total marks using the concept of Classes

We'll cover the following

Problem Statement

Write a Java **class** called `Student` with

- `private` *fields*:
  - `name` (`String` type)
  - `mark1` and `mark2` (**double** type)

And *methods*:

- `getMarks(int markNumber)`, a *method* which should return `mark1` if `markNumber` equals **1** and `mark2` otherwise.
- `calcTotal()` *method* should take the **two** marks entered and *return* their **sum**.

Also *define* **two** *constructors*:

- A *default constructor* that takes **no** *parameters* and *initializes* the values to **zeros** and `null`.
- A *constructor* that takes the **three** *variables* and *sets* them as the *values* of

- A *constructor* that takes the **three** *variables* and *sets* them as the *values* of the appropriate *fields*.

Input

Name of the student and the marks obtained in the first and second tests

Output

Sum of both marks

Sample Input

```
Student student = new Student("Jack", 60, 70);
```

Sample Output

```
getMarks(1)  => 60
getMarks(2)  => 70
calcTotal() => 130.0
```

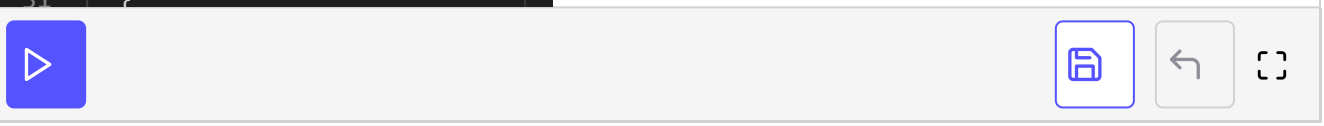
Coding Exercise

First, take a close look and design a step-by-step algorithm before jumping to the implementation. This problem is designed for your practice, so initially try to solve it on your own. If you get stuck, you can always refer to the solution provided in the solution review.

Good Luck!

```
class Student {

  // Define private fields here

  public Student() {
    // Write definition here
  }

  public Student(String name, 
    // Write definition here
  }

  public double getMarks(int m
    // Write definition here
    return 0;
  }

  public double calcTotal() {
    // Write definition here
```

```
19      // Write definition here
20      double totalMarks = 0;
21      return totalMarks;
22    }
23
24  }
25
26  class Demo {
27
28    public static void main(Stri
29      Student student = new Stud
30      System.out.println(student
31    }
```



The solution will be explained in the next lesson.