

# C1- S1 – PRACTICE

LET's BE BACK TO VUE !!

## EXERCICE 1

- Enter 2 numbers
- Select the OPERATION to perform
- Click on COMPUTE
- The result corresponding to the OPERATION is displayed

The diagram illustrates the three states of a calculator interface:

- State 1 (Initial):** Two input fields labeled "Value 1" and "Value 2". Radio buttons for "ADD" (selected) and "MULTIPLY". A "COMPUTE" button and an empty output field.
- State 2 (Input):** "Value 1" is 4 and "Value 2" is 5 (both in red). A red arrow points to the "COMPUTE" button.
- State 3 (Result):** The output field displays 9 (in red). A red arrow points to the output field.

## EXERCICE 2

- Display the list of **student scores** for each **topic** in a table
  - If student score is less than 50, display the score in **RED**

STUDENT	TOPIC	SCORE
Bunsal	JAVA	40
Lyhor	HTML	55
Kum	JAVA	30

- Create **new score** (student name + topic + score) when button ADD is pressed
  - New score must be added to the table

Student name

TOPIC

▼

Student result

ADD

- Display the AVERAGE of scores related to HTML topic
  - This AVERAGE is updated whenever a new score is added

For example here:

- 3 scores are related to HTML : 10 , 20, 30
- So the AVERAGE is  $(10 + 20 + 30) / 3 = 20$

Student nam

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ADD

STUDENT	TOPICS	SCORES
a	HTML	10
b	HTML	20
c	JS	40
d	HTML	30

HTML AVERAGE

20