Ahsanullah University of Science and Technology
Course Title: Object Oriented Programming Lab
Course Number: CSE1206

	Marks
1. Create a Java Project Named **GamerDemo**. Inside the same package (folder) create a new class **Gamer**. There should be two classes: **GamerDemo** [which has the main method] **Gamer**	**1**
2. Inside the **Gamer** class declare **3 public** variables. The datatypes are given inside the bracket: **gamerType (String), totalScore (double), totalMatches (double).**	**1**
3. Declare **2** Constructors in **Gamer Class:** a. A constructor that takes no parameters and initializes the variables as: **gamerType** = null **totalScore** = -1.0 **totalMatches** = -1.0 b. Another Constructor which takes all the variables as parameter and assigns those parameters to the class variables.	**1+ 2**
4. Declare a public method called **calculateFinalScore()** in **Gamer Class** that returns a **double** value and takes no parameters. The method calculates the final score according to the following way If **gamerType** is equal to the String **"noob"** then use the formula ***2*totalScore*totalMatches/(totalScore+totalMatches)*** Otherwise return **totalScore/totalMatches** **For example**: if totalScore = 60, totalMatches = 80 and gamerType = "noob" , then finalScore = 2*60*80/60+80 = 68.57142857142857	**3**
5. Now print the **gamerType, totalScore and totalMatches** in the main method inside the **GamerDemo** class. Also print the final score by calling the method **calculateFinalScore()** of the Gamer class in the main method.	**2**
Total:	**10**

Please Go the Next Page

Sample Output
Type of Gamer : professional Total Score : 60.0 Total Matches : 80.0 Mean Score : 0.75

.....