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public class Project {

    //Main variables used by Project class default values of doubles changes to print our dashes easier in main method

    public String subject=null;
    public String studentId=null;
    public String studentNumber=null;
    public double mark1=Double.NaN;
    public double mark2=Double.NaN;
    public double mark3=Double.NaN;
    public double mark4=Double.NaN;
    public double mark5=Double.NaN;
    public double mark6=Double.NaN;
    public double total;

    //Removed default project constructor excepts no input
    public Project () {
    }
    // project constructor excepts name only
    public Project (String ID) {
        this.studentId = ID;
    }
    // project constructor excepts name and student number
    public Project (String ID, String Number) {

        this.studentId = ID;
        this.studentNumber=Number;

    }
    // project checks arks and assigns vallues appropriately
    public void Subject1 (double mark1) {
        if (mark1 < 0 || mark1 > 5) {
            this.mark1=Double.NaN;
            System.out.println("\n"
                + "NOT A VALID MARK (Choose between 0-5)"
                + "\n");
        }else {
            this.mark1 = mark1;
        }
    }
    public void Subject2 (double mark2) {
        if (mark2 < 0 || mark2 > 10) {
            this.mark2=Double.NaN;
            System.out.println("\n"
                + "NOT A VALID MARK (Choose between 0-10)"
                + "\n");
        }else {
            this.mark2 = mark2;
        }
    }
    public void Subject3 (double mark3) {
        if (mark3 < 0 || mark3 > 15) {
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        this.mark3=Double.NaN;
        System.out.println("\n"
            + "NOT A VALID MARK (Choose between 0-15)"
            + "\n");
    }else {
        this.mark3 = mark3;
    }
}
public void Subject4 (double mark4) {
    if (mark4 < 0 || mark4 > 20) {
        this.mark4=Double.NaN;
        System.out.println("\n"
            + "NOT A VALID MARK (Choose between 0-20)"
            + "\n");
    }else {
        this.mark4 = mark4;
    }
}
public void Subject5 (double mark5) {
    if (mark5 < 0 || mark5 > 20) {
        this.mark5=Double.NaN;
        System.out.println("\n"
            + "NOT A VALID MARK (Choose between 0-20)"
            + "\n");
    }else {
        this.mark5 = mark5;
    }
}
public void Subject6 (double mark6) {
    if (mark6 < 0 || mark6 > 30) {
        this.mark6=Double.NaN;
        System.out.println("\n"
            + "NOT A VALID MARK (Choose between 0-30)"
            + "\n");
    }else {
        this.mark6 = mark6;
    }
}
// callculates the total converts back to int for a rounded mark
public void Total () {
    this.total= (mark1+mark2+mark3+mark4+mark5+mark6);
    total= (int) this.total;
}

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}

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