

Total Marks: 10

<p>1. Create a Java Project Named GamerDemo. Inside the same package (folder) create a new class Gamer.</p> <p>There should be two classes: GamerDemo [which has the main method] Gamer</p>	1
<p>2. Inside the Gamer class declare 3 public variables. The datatypes are given inside the bracket: gamerType (String), totalScore (double), totalMatches (double).</p>	1
<p>3. Declare 2 Constructors in Gamer Class:</p> <p>a. A constructor that takes no parameters and initializes the variables as: gamerType = null totalScore = -1.0 totalMatches = -1.0</p> <p>b. Another Constructor which takes all the variables as parameter and assigns those parameters to the class variables.</p>	1+ 2
<p>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</p>	3
<p>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.</p>	2

Please Go the Next Page

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