## **MAJOR PROJECT**

## SOURCE CODE: class Student: def \_\_init\_\_(self, name, roll\_number): self.name = name self.roll\_number = roll\_number self.grades = {} def add\_grade(self, subject, grade): self.grades[subject] = grade def calculate\_average(self): return sum(self.grades.values()) / len(self.grades) def display\_details(self): print(f"Name: {self.name}") print(f"Roll Number: {self.roll\_number}") print("Grades:") for subject, grade in self.grades.items(): print(f"{subject}: {grade}") print(f"Average Grade: {self.calculate\_average():.2f}") class StudentTracker:

def \_\_init\_\_(self):

self.students = {}

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def add_student(self, name, roll_number):
   self.students[roll_number] = Student(name, roll_number)
 def add_grade(self, roll_number, subject, grade):
   if roll_number in self.students:
     self.students[roll_number].add_grade(subject, grade)
   else:
     print("Student not found.")
 def view_student_details(self, roll_number):
   if roll_number in self.students:
     self.students[roll_number].display_details()
   else:
     print("Student not found.")
def main():
 tracker = StudentTracker()
 while True:
   print("\nStudent Performance Tracker")
   print("1. Add Student")
   print("2. Add Grade")
   print("3. View Student Details")
   print("4. Exit")
   choice = input("Choose an option: ")
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if choice == "1":
     name = input("Enter student name: ")
     roll_number = input("Enter roll number: ")
     tracker.add_student(name, roll_number)
    elif choice == "2":
     roll_number = input("Enter roll number: ")
     subject = input("Enter subject: ")
     grade = float(input("Enter grade: "))
     tracker.add_grade(roll_number, subject, grade)
    elif choice == "3":
     roll_number = input("Enter roll number: ")
     tracker.view_student_details(roll_number)
    elif choice == "4":
     break
    else:
     print("Invalid option. Please choose again.")
if __name__ == "__main__":
  main()
```