Challenge 2: Calculate Student's Total Marks

In this exercise, you have to calculate a student's total marks using the concept of Classes

WE'LL COVER THE FOLLOWING

Problem Statement

Write a C++ **class** called `student` with

- `private` *member variables*:
  - `name` (`string` type)
  - `mark1` and `mark2` (**float** type)

And *member functions*:

- `Get_Marks(int marknumber)`, a *function* which should return `mark1` if `marknumber` equals **1** and `mark2` otherwise.
- `calc_total()` *function* should take the **two** marks entered and *return* their **sum**.

Also *define* **two** *constructors*:

- A *default constructor* that takes **no** *parameters* and *initializes* the values to

zeros and `null`.

- A *constructor* that takes the **three** *variables* and *sets* them to given *values*.

Input

Name of student, marks in first and second test

Output

Sum of both marks

Sample Input

```
("Jack", 60, 70)
```

Sample Output

```
GetMarks(1)  => 60
GetMarks(2)  => 70
calc_total() => 130
```

Coding Exercise

Write your code below. It is recommended that you try solving the exercise yourself before viewing the solution.

Good Luck!

Exercise | Solution

```
class Student{
  private:
        // Define private variables here
  public:
         Student() {
           // Write definition here
         }
         Student(string na, float ma1,float ma2){
           // Write definition here
         }
         int GetMarks(int marknumber){
           // Write definition here
         }
         float calc_total(){
           // Write definition here
         }
};
```

Solution Review

- Define the class data members `mark1`, `mark2` and `name`
- Define the constructor and assign initialization values
- Then, define an overloaded constructor
- Define the `GetMarks` function inside the class
- Finally, write the `calc_total` function using `mark1` and `mark2`

In the next challenge, we'll solve another problem of implementing a calculator class.