

## Program04: Interactive Grade Book

### Performance Measures

1. Demonstrate that you can use iteration
2. Demonstrate that you can use ArrayList to work with a collection of objects

### Scenario

Miss Farnsworth, your favorite spinster 3<sup>rd</sup> grade teacher asks you to create a grade book program that allows her to record student scores for each student in her class. She wants to enter the grades for a bunch of students into the program. When she finishes entering all the students' information, the program displays every student's information. A single student's information is displayed on two lines.

### Requirements Details

- She identifies each student by name
- The number of scores for each student is not known in advance (she enters scores until she decides there are no more scores to enter for that student)
- The grades for a student are between 0 and 100 inclusive
- The number of students is not known in advance – she enters each student's information, one at a time, until she is done (i.e., no more students to process). Enter quit as the student name to indicate no more students.
- When she is done, the program displays a list of every student's information
- Student information output has the following format. The first line has the student's name (only the first name – no spaces allowed in the name) followed by each score that was entered for that student (each score is separated by a space). The second line also has the student's name followed by the number of scores, the highest score, the lowest score, and the total of the scores.

### Technical Requirements

- Good object-oriented design and programming requires at least two classes (a Student class and a GradeBook class)
- **You must use an ArrayList in the GradeBook class for Student objects**
- **You must use an ArrayList in the Student class for the scores (data type is Double)**
- Modularization (i.e., Methods) must be used in an appropriate object-oriented approach
  - **Write methods (in the Student class) for finding the lowest score, the highest score, and the total of all the scores – do not calculate as the data is entered.**

**Submit - Use the “Assignments Drop Box” in Blackboard - do NOT submit via email**

Create a **zip file** containing all the required files *Name the file with your name, e.g. SueJones04.zip*

**Submit ALL files in one zip file consisting of:**

1. Your properly documented **source** code– **do not** submit the byte code files (i.e. .class files)
2. A sample of the output from running your program (Output04.txt)
3. The answers to the “Standard Questions” (StandardQuestions04.txt)

### Standard Questions

- A. How much time did you spend on this assignment?
- B. What difficulties did you experience?
- C. What were the results of running your test cases/program? Run the program enough times to see that it works correctly – more about testing in subsequent assignments.

**Example Program Execution**

```
$ java GradeBook
```

```
Enter next student's name (or enter quit to end): Amelia
```

```
Next score (-1 to end): 99.9
```

```
Next score (-1 to end): 88.8
```

```
Next score (-1 to end): 77.7
```

```
Next score (-1 to end): -1
```

```
Enter next student's name (or enter quit to end): Barbie
```

```
Next score (-1 to end): 55.5
```

```
Next score (-1 to end): 66.6
```

```
Next score (-1 to end): 77.7
```

```
Next score (-1 to end): 88.8
```

```
Next score (-1 to end): -1
```

```
Enter next student's name (or enter quit to end): Chloe
```

```
Next score (-1 to end): 100.0
```

```
Next score (-1 to end): 0
```

```
Next score (-1 to end): -1
```

```
Enter next student's name (or enter quit to end): quit
```

```
Grade Book Report
```

```
-----  
Amelia 99.9 88.8 77.7
```

```
Amelia 3 99.9 77.7 266.4
```

```
Barbie 55.5 66.6 77.7 88.8
```

```
Barbie 4 88.8 55.5 288.6
```

```
Chloe 100.0 0
```

```
Chloe 2 100.0 0.0 100.0
```