PROJECT PRESENTATION

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OBJECTIVE

To design and develop a Java GUI application that:

- Takes input for a student's name and subject marks
- Calculates the average
- Assigns a grade based on the average
- Displays a formatted report

TOOLS & TECHNOLOGIES

- Language: Java
- GUI Framework: Swing (javax.swing, java.awt)
- Concepts Used:
- Object-Oriented Programming
- Event Handling
- GUI Layouts and Components
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GUI DESIGN OVERVIEW

Components Used:

- JTextField – For user input
- JLabel – For labels
- JButton – For triggering the calculation
- JTextArea – For displaying the result
- JPanel, JScrollPane, BorderLayout, GridLayout

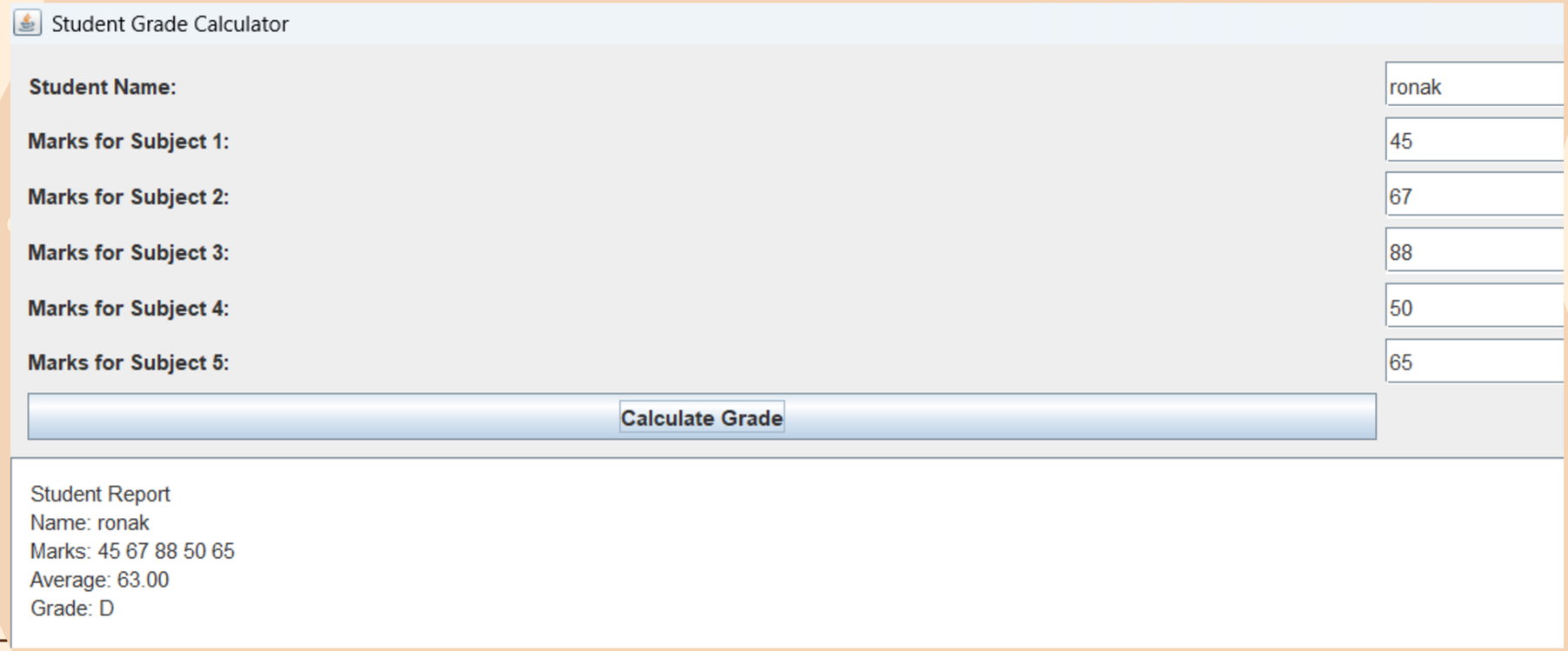
PROGRAM STRUCTURE

1. GradeCalculatorGUI.java
    - Main GUI class extending JFrame
    - Handles layout and user interaction
    - Contains event listener for calculation
2. Student.java
    - Stores student data (name, marks, grade)
    - Calculates average and assigns grade
    - Generates report as a formatted string

LOGIC FOR GRADE CALCULATION

- Total marks are summed from all subjects
- Average = Total / Number of Subjects
- Grade is assigned based on average:
- 90: A
- 80: B
- 70: C
- 60: D
- <60: F

SAMPLE OUTPUT



KEY FEATURES

- User-friendly interface
- Input validation (checks for numeric values)
- Real-time calculation using event handling
- Clean and structured report generation

THANK YOU