

Generic Grading System

Grading is a very old concept used in determining the performance of an entity in relation to another entity.

Grading has grown to be a major concern in the world as different criteria for judging participating entities in any tournaments have increased as well as the preference of judging and so the Xcode++ organizers will need your help to develop a system to solve this for a competition.

Our competition comprises of 6 teams(number of participants is not necessary).

The areas of focus as well are:

PchSol: A participating entity pitching the solution.

GetSol: A participant entity getting the required solution.

Eff: The Efficiency of the gotten solution.

Crty: The Creativity of the solution as compared to the desired problem.

The Percentages for the areas of focus are given below:

PchSol: 20%, GetSol: 60%, Effy: 10%, Crty: 10%.

But it just happened that the members of the jury have a preference in the total mark for each area of focus, as given below:

PchSol: 10, GetSol: 20, Effy: 50, Crty: 5.

(Example a participating entity can score 6 out of 10 for pitching a solution and that same participating entity can score 2 out of 5 for creativity).

- 1) You are required to read the scores for the different teams from an external file in rows and calculate the total grade of each team(ranking is a bonus).
- 2) Another issue has occurred and the jury have decided not to give their percentages for the total grade on the creation of the system but rather as they use the system. You are required to obtain the percentages for the different areas of focus from another file as well as their scores and get the grade as in the case for 1).(Remember that the jury will test this solution with their own sample percentages).

Bonus for writing your results into an external file.

You are expected to push two files into the github repo, one for 1, and another one for 2.

You can push any output file.