

## 03.07 Assignment Instructions

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**Instructions:** Modify the GradesV2 class to allow users to input information from the keyboard.

1. Create a new project called 03.07 Accepting User Input in the Mod03 Assignments folder.
  2. Copy the GradesV2 classes to the newly-created project.
  3. Change the names of the classes from version V2 to V3.
  4. Use input methods of the Scanner class and modify the program to prompt the user to enter input from the keyboard.
  5. At a minimum, ask the user to enter the student's name, the subject, and three test scores. What else could you ask for via input?
  6. Include variables and object references as needed.
  7. Like before, the program should calculate the total points and average.
  8. The appearance of the output is up to you. Make sure it is well organized and easy to read. Include white space as needed. Don't forget to include the user's name, the subject, the test number, each test score, total points, and the average.
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