

# **GRADE CALCULATOR**

## **INTRODUCTION**

A grade calculator is a simple yet powerful tool designed to help students, educators, and parents determine academic performance. By inputting marks for assignments, quizzes, exams, or projects, the calculator computes overall grades based on pre-set weightages for each category. This tool not only saves time but also eliminates the risk of human error in manual calculations. It offers a clear understanding of how each component contributes to the final grade, enabling students to identify areas for improvement and strategize their learning. Grade calculators are versatile and can adapt to various grading systems, such as percentage, GPA, or letter grades. In educational settings, they foster transparency and motivate learners to stay informed about their progress. Whether accessed online, through apps, or created using simple spreadsheets, grade calculators are essential in making academic evaluations efficient and accessible for everyone.

## **ABSTRACT**

A grade calculator simplifies the process of determining academic performance by calculating final grades based on inputted scores and weightages. It ensures accuracy, saves time, and provides insights into progress. Versatile and adaptable to various grading systems, it is a valuable tool for students, educators, and parents in educational evaluations.

## **SOURCECODE**

```
import tkinter
from tkinter import *

root = Tk()
root.title("Grade Calculator")
root.geometry("500x400")

def calculation():
    english= int(englishentry.get())
```

```

maths=int(mathsentry.get())
science=int(scienceentry.get())
total=(english+maths+science)
Label(text=f"{total}",font="arial 15 bold").place(x=250, y=140)
average=int(total/3)
Label(text=f"{average}",font="arial 15 bold").place(x=250, y=180)

if(average>50):
    grade="PASSED"
else:
    grade="FAILED"
Label(text=f"{grade}",font="arial 15 bold").place(x=250, y=220)

sub1=Label(root,text="English",font="arial 10")
sub2=Label(root,text="Maths",font="arial 10")
sub3=Label(root,text="Science",font="arial 10")
total=Label(root,text="Total",font="arial 10")
avg=Label(root,text="Average",font="arial 10")
grade=Label(root,text="Grade",font="arial 10")

sub1.place(x=50, y=20)
sub2.place(x=50, y=60)
sub3.place(x=50, y=100)
total.place(x=50, y=140)
avg.place(x=50, y=180)
grade.place(x=50, y=220)

englishvalue=StringVar()
mathsvalue=StringVar()
sciencevalue=StringVar()

englishentry=Entry(root, textvariable=englishvalue, font="arial 15" ,
width=15)
mathsentry=Entry(root, textvariable=mathsvalue, font="arial 15" , width=15)
scienceentry=Entry(root, textvariable=sciencevalue, font="arial 15" ,
width=15)

englishentry.place(x=250, y=20)
mathsentry.place(x=250, y=60)
scienceentry.place(x=250, y=100)

Button(text="Calculate", font="arial 15", bg="white",bd=10,
command=calculation).place(x=50, y=300)
Button(text="Exit", font="arial 15",
bg="white",bd=10,width=8,command=lambda:exit()).place(x=250, y=300)

root.mainloop()

```

# OUTPUT

