Event-Driven Programming Lab
Activity #6
Grade Processor: Another Application of HTML and Javascript

Objectives:

1. To enable students to fully appreciate the capabilities of Javascript.

2. To apply Javascript conditional statements like switch() and if().

Specific Instructions:

1. Create the user interface for the client-based web application program that can accept and process student grades.

2. Save your interface as Activity6.html.

3. Run Activity6.htm.

4. Create the   following javascript files that will add the desired functionality to Activity6.html.
   - Process.js
   - CalcAve.js
   - CalcPct.js

5. Make the necessary changes to Activity6.html so that the above Javascript files can be called by it.

6. Save and then run Activity6.html.

   Sample output