

## Tracking Grades

A teacher wants a program to keep track of grades for students and decides to create a student class for his program as follows:

- ☐ Each student will be described by three pieces of data: his/her name, his/her score on test #1, and his/her score on test #2.
  - ☐ There will be one constructor, which will have one argument—the name of the student.
  - ☐ There will be three methods: *getName*, which will return the student's name; *inputGrades*, which will prompt for and read in the student's test grades; and *getAverage*, which will compute and return the student's average.
1. File *Student.java* contains an incomplete definition for the Student class. Save it to your directory and complete the class definition as follows:
    - a. Declare the instance data (name, score for test1, and score for test2).
    - b. Create a Scanner object for reading in the scores.
    - c. Add the missing method headers.
    - d. Add the missing method bodies.
  2. File *Grades.java* contains a shell program that declares two Student objects. Save it to your directory and use the *inputGrades* method to read in each student's test scores, then use the *getAverage* method to find their average. Print the average with the student's name, e.g., "The average for Joe is 87." You can use the *getName* method to print the student's name.
  3. Add statements to your Grades program that print the values of your Student variables directly, e.g.:

```
System.out.println("Student 1: " + student1);
```

This should compile, but notice what it does when you run it—nothing very useful! When an object is printed, Java looks for a *toString* method for that object. This method must have no parameters and must return a String. If such a method has been defined for this object, it is called and the string it returns is printed. Otherwise the default *toString* method, which is inherited from the Object class, is called; it simply returns a unique hexadecimal identifier for the object such as the ones you saw above.

Add a *toString* method to your Student class that returns a string containing the student's name and test scores, e.g.:

```
Name: Joe Test1: 85 Test2: 91
```

Note that the *toString* method does not call `System.out.println`—it just returns a string.

Recompile your Student class and the Grades program (you shouldn't have to change the Grades program—you don't have to call *toString* explicitly). Now see what happens when you print a student object—much nicer!

## Band Booster Class

In this exercise, you will write a class that models a band booster and use your class to update sales of band candy.

1. Write the `BandBooster` class assuming a band booster object is described by two pieces of instance data: *name* (a `String`) and *boxesSold* (an integer that represents the number of boxes of band candy the booster has sold in the band fundraiser). The class should have the following methods:
  - ☐ A constructor that has one parameter—a `String` containing the name of the band booster. The constructor should set *boxesSold* to 0.
  - ☐ A method *getName* that returns the name of the band booster (it has no parameters).
  - ☐ A method *updateSales* that takes a single integer parameter representing the number of additional boxes of candy sold. The method should add this number to *boxesSold*.
  - ☐ A *toString* method that returns a string containing the name of the band booster and the number of boxes of candy sold in a format similar to the following:

Joe: 16 boxes

2. Write a program that uses `BandBooster` objects to track the sales of 2 band boosters over 3 weeks. Your program should do the following:
  - ☐ Read in the names of the two band boosters and construct an object for each.
  - ☐ Prompt for and read in the number of boxes sold by each booster for each of the three weeks. Your prompts should include the booster's name as stored in the `BandBooster` object. For example,

Enter the number of boxes sold by Joe this week:

For each member, after reading in the weekly sales, invoke the *updateSales* method to update the total sales by that member.

- ☐ After reading the data, print the name and total sales for each member (you will implicitly use the *toString* method here).