

JAVA ASSIGNMENT - 3

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sem - 3

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B.Tech. CSE. [DS]

Student Result Management System.
Code.

```
import java.util.*;  
class InvalidMarksException extends Exception{  
    InvalidMarksException (String message){  
        super(message);  
    }  
}  
class Student {  
    int rollnumber;  
    String studentname;  
    int [ ] marks = new int [3];  
    public Student (int rollnumber, String studentname,  
                    int [ ] marks) {  
        this. rollnumber = rollnumber;  
        this. studentname = studentname;  
        this. marks = marks;  
    }  
    void validateMarks () throws InvalidMarksException {  
        int i=0;  
        while (i < marks.length) {  
            if (marks [i] < 0 || marks [i] > 100) {  
                throw new InvalidMarksException ("  
invalid Marks!");  
            }  
        }  
    }  
}
```

++;

AVAT

y
y

double calculateAverage () {

int sum = 0;

int i = 0;

while (i < 3) {

sum += marks[i];

i++;

return sum / 3.0;

y

void displayResult () {

System.out.println("Name: " + studentname);

System.out.println("Roll: " + rollnumber);

int i = 0;

while (i < 3) {

System.out.println("marks for subject" +
" " + i + " : " + marks[i]);

i++;

double avg = calculateAverage();

System.out.println("Average: " + avg);

if (avg >= 40) {

System.out.println("Result: Pass");

else {

System.out.println("Result: Fail");

class resultManager {

```
Scanner input = new Scanner (System.in);  
student [] student = new student [100];  
int went = 0;
```

```
void addstudent () {
```

Buy S

```
System.out.println("Enter row No.");
```

```
int row = input.nextInt();
```

system.out.println("Enter student name");
System.out.println();

```
string name = input.nextLine();  
int[] arr = new int[3];
```

```
int [] marks = new int [3];
```

int [] marks = { };
System.out.println ("Enter marks for 3 sub");

int i=0;

```
while (i<3){
```

System.out.println("subject" + l
+ "exit method");

marks[i] = input.nextElement();

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Student st = new Student (roll, name, marks);

```
st.validateMarks();
```

students [count ++] = st;

System. and prints ("student added successfully");

```
catch ( IOException e ) {  
    System.out.println ("error : " + e.getMessage());  
}  
  
catch ( InputMismatchException e ) {  
    System.out.println ("invalid input");  
    input.nextLine();  
}  
  
catch ( Exception e ) {  
    System.out.println ("unexpected error " + e.  
        getMessage());  
}  
  
public void showStudentDetails () {  
    try {  
        System.out.println ("Enter Roll No to search");  
        int roll = input.nextInt();  
        int i = 0;  
        boolean found = false;  
        while ( i < count ) {  
            Student s = students [ i ];  
            if ( s != null & & s.rollNumber == roll ) {  
                s.displayDetails ();  
                found = true;  
                break ;  
            }  
            i++;  
        }  
        if (! found) {  
    }
```

```
System.out.println ("Student Not Found");
```

```
y
```

```
}
```

```
catch (InputMismatchException e) {
```

```
System.out.println ("Invalid Input");  
input.nextLine();
```

```
y
```

```
y
```

```
public void mainMenu(){
```

```
int choice = 0;
```

```
try {
```

```
do {
```

```
System.out.println ("Student Result Management");
```

```
System.out.println ("1. Add Student");
```

```
System.out.println ("2. Show Student Details");
```

```
System.out.println ("3. Exit");
```

```
System.out.println ("4. Enter Choice")
```

```
choice = input.nextInt();
```

```
if (choice == 1) {
```

```
addStudent();
```

```
y
```

```
else if (choice == 2) {
```

```
showStudentDetails();
```

```
y
```

```
else if (choice == 3) {
```

```
        system.out.println("exited successfully");  
    } else {  
        system.out.println("Invalid option");  
    }  
    while (choice != 3);  
  
    catch (InputMismatchException e) {  
        system.out.println("Invalid input");  
    }  
    finally {  
        system.out.println("Program ended");  
    }  
}  
public static void main(String[] args) {  
    resultManager obj = new resultManager();  
    obj.mainMenu();  
}
```