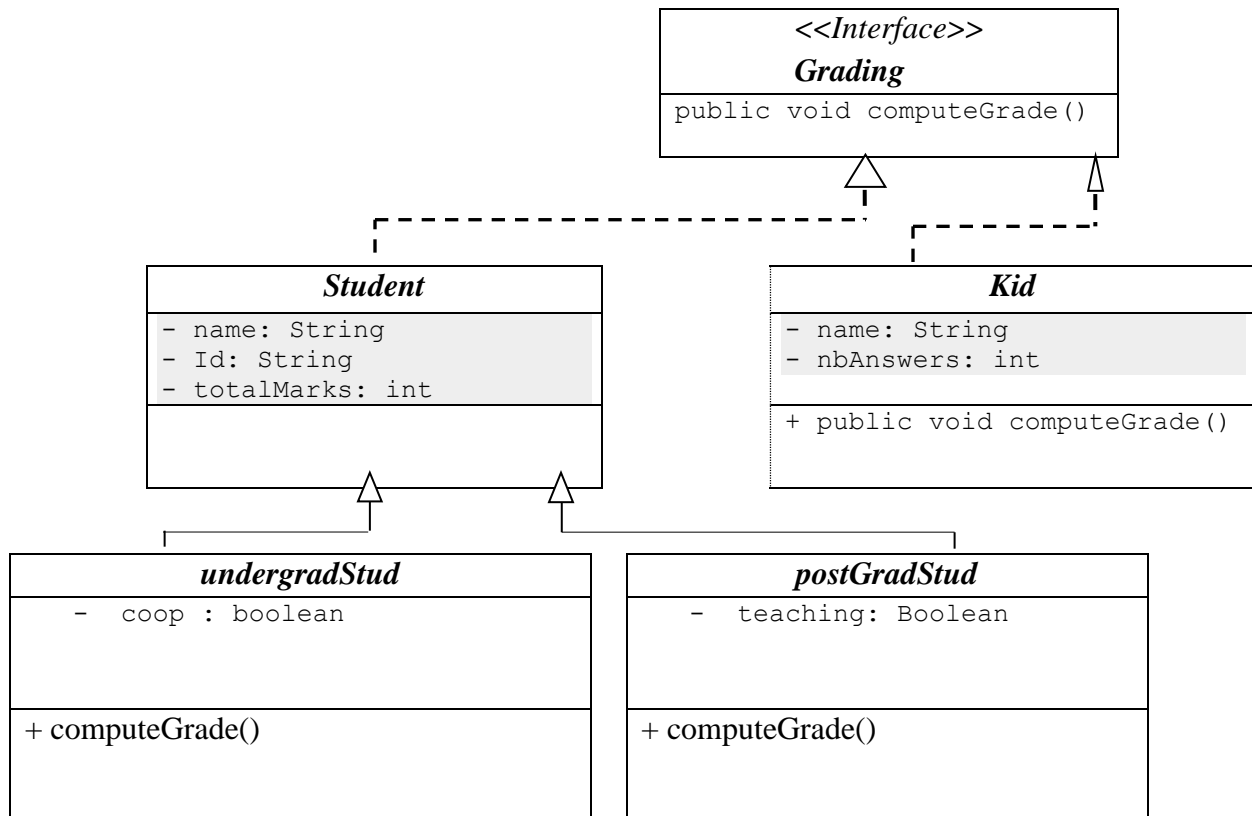# Lab 10

INTERFACES

Consider the above UML and read the following description.

The method define *computeGrade()* is defined as follows:

i.   **For the class *undergradStud*:** if the totalMarks is greater or equal to 60, the student is "Pass" otherwise he is "Fail".
ii. **For the class *postGradStud***: if the totalMarks is greater or equal to 70, the student is "Pass" otherwise he is "Fail".
iii. **For the class *Kid***: if the number of answers is greater or equal to 100, the message: "You are the Winner." is displayed otherwise "You lost." is displayed.

Question:

1. Implement the interface and all the classes.
2. Write a main method to test your classes.
   - You will create an array of type *Grading* and you have to fill it with different objects (*undergradStud*, *postgradStud* and *kid*)..
   - Compute the grade for all the objects
   - Compute the number of objects of type *postgradStud* (Use the operator *instanceOf*)