

# Faculty of Computing

## IT1120 – Introduction to Programming

### Year 1 Semester 1 (2024)

### Tutorial 10

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#### Question 1

- a) Write a Java program that checks if a mark entered from the keyboard is greater than or equal to 0 and less than or equal to 100.  
Use assert to verify the condition. If the mark is not in the given range, program should throw an **Assertion Error** with the message 'Invalid Mark'. If not display 'Mark is Validated'.
- b) Modify the above program to have a method called **validateMark()** and use assert inside the method.

```
import java.util.Scanner;

public class ETute10Q1 {

    public static void main(String[] args) {

        // Create a Scanner object for input
        Scanner k = new Scanner(System.in);

        System.out.println();
        System.out.print("Enter the mark (0 - 100): ");

        int mark = k.nextInt();

        validateMark(mark);

    }

    // A Method without a return value, hence the return type is set to 'void'
    public static void validateMark(int mark) {

        // Assertion - To check if the Mark is in the Valid Range
        assert (mark >= 0 && mark <= 100) : "Invalid Mark";

        System.out.println();
        System.out.println("Mark is Validated");

    }

}
```