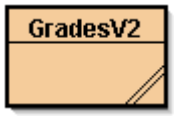
Assessment Instructions

Instructions: Write a program that will calculate the average grade each time a new score is added to the total.



1. Create a new project called Grades in the Unit02 Assessments folder.
2. Create a class called GradesV2 in the newly created project folder.
3. There is no "starter" file for this assessment. Use earlier programs as models (e.g. AdmissionsV1 class). Remember that every program at a minimum needs a class declaration statement and a **`main()`** method. All of the code is written within the main method.
4. Use the following variable declaration and initialization statements in your program. Notice that there are three ints and one double.

```
//local variables
int totalPoints = 0;   //total points for all tests
int numTests = 0;      //counts number of tests
int testGrade = 0;     //individual test grade
double average = 0.0;  //average grade
```

5. Use the appropriate arithmetic/assignment operators and the increment operator as shortcuts in your calculations (review AdmissionsV1.java).
6. Test your program with the following four grades: 97, 79, 83, and 88.
7. Notice that **`average`** is of type **`double`** while the remaining variables are **`ints`**. Your arithmetic expression will include mixed data types, so you may have to deal with some type conversion issues to print decimals correctly.
8. Once the program works with the initial four values, add the appropriate code to process three more tests with grades of your choice.

Expected Output: When the program runs correctly, you should see the output shown in the screen shot below for the first four grades. (Don't worry about the excessive number of decimal places; you will learn how to format numeric output soon.)