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CSC-251-0901

09/04/2025

AI prompts:

in java i want to make a grade calculater and it must have T JOptionPane showMessageDialog and the showInputDialog boxes.

AI prompt:

Here’s a simple example of a **Java Grade Calculator** that uses JOptionPane.showInputDialog to get input from the user and JOptionPane.showMessageDialog to display the results.

import javax.swing.JOptionPane;

public class GradeCalculator {

public static void main(String[] args) {

// Ask user for number of grades

int numGrades = Integer.parseInt(JOptionPane.showInputDialog("How many grades would you like to enter?"));

double total = 0;

// Loop through and get grades

for (int i = 1; i <= numGrades; i++) {

String input = JOptionPane.showInputDialog("Enter grade " + i + ":");

double grade = Double.parseDouble(input);

total += grade;

}

// Calculate average

double average = total / numGrades;

// Determine letter grade

String letterGrade;

if (average >= 90) {

letterGrade = "A";

} else if (average >= 80) {

letterGrade = "B";

} else if (average >= 70) {

letterGrade = "C";

} else if (average >= 60) {

letterGrade = "D";

} else {

letterGrade = "F";

}

// Show result in a message dialog

JOptionPane.showMessageDialog(null,

"Average: " + String.format("%.2f", average) + "\nLetter Grade: " + letterGrade,

"Grade Calculator",

JOptionPane.INFORMATION\_MESSAGE);

}

}

**How this works:**

1. showInputDialog is used to:
   * Ask how many grades the user wants to input.
   * Prompt for each grade.
2. The program calculates the average of all grades.
3. A letter grade is determined based on the average.
4. showMessageDialog displays the final average and letter grade.

👉 Do you want me to also make it **handle invalid input gracefully** (e.g., if the user types in letters instead of numbers), or should I keep it simple like this?