

Solution of Handout-1

/******

Solution of Problem#1 of Handout-1


```
import java.io.*;
```

```
public class Demo // file name must be Demo.java because in this main method is defined  
{
```

```
    public static void main(String[] args) throws IOException  
    {
```

```
        InputStreamReader reader = new InputStreamReader(System.in);  
        BufferedReader stdin = new BufferedReader(reader);
```

```
        System.out.print("Enter score : ");
```

```
        int sco =Integer.parseInt(stdin.readLine());
```

```
        if(sco>0 && sco <=100) // validating range
```

```
        {  
            Grader s1= new Grader(sco); // creating object
```

```
            System.out.println("Grade : "+s1.letterGrade()); // call of method letterGrade( )
```

```
        }
```

```
        else
```

```
        {  
            System.out.println("Entered grade is not in correct range");
```

```
        }
```

```
    } // end of main
```

```
} // end of class Demo
```

```
class Grader // Grader class
```

```
{
```

```
    private int score; // instance variable
```

```
    private String grade; // instance variable
```

```
    public Grader(int hisScore) // constructor
```

```
    {  
        score=hisScore;
```

```
    }
```

```
    public String letterGrade() // letterGrade method to return letter grade at calling place
```

```
    {
```

```
        if (score>=90)
```

```
        {
```

```
            grade="A+";
```

```
            return grade;
```

```
        }
```

```
        else if(score>=85)
```

```
        {
```

```
            grade="A";
```

```
            return grade;
```

```
        }
```

```
        else if(score>=80)
```

```

        {
            grade="B+";
            return grade;
        }
    else if(score>=75)
    {
        grade="B";
        return grade;
    }
    else if(score>=65)
    {
        grade="C+";
        return grade;
    }
    else if(score>=60)
    {
        grade="C";
        return grade;
    }
    else if(score>=55)
    {
        grade="D+";
        return grade;
    }
    else if(score>=50)
    {
        grade="D";
        return grade;
    }
    else
    {
        grade="F";
        return grade ;
    }
} //end of method letterGrade( )

} // end of class Grader

```

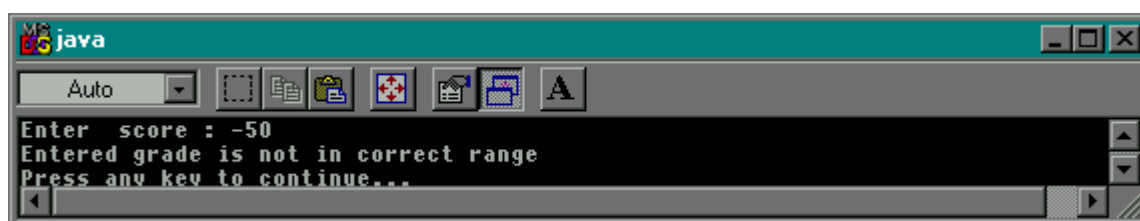
OUTPUT:



```

java
Auto
Enter score : 97
Grade : A+
Press any key to continue...

```



```

java
Auto
Enter score : -50
Entered grade is not in correct range
Press any key to continue...

```

```
/******
```

Solution of Problem#2 of Handout-1

```
*****/
```

```
import java.io.*;
```

```
public class Demo // file name must be Demo.java because in this main method is defined  
{
```

```
    public static void main(String[] args) throws IOException  
    {
```

```
        InputStreamReader reader = new InputStreamReader(System.in);  
        BufferedReader stdin = new BufferedReader(reader);
```

```
        System.out.print("Enter the sales : SR ");
```

```
        float sal_es =Float.parseFloat(stdin.readLine());
```

```
        if(sal_es>0) // validating for negative input
```

```
        {  
            Commission s1= new Commission(sal_es); // creating object
```

```
            System.out.println("Dear your's commission is : SR "+s1.commission()); // method call
```

```
        }
```

```
        else
```

```
        {  
            System.out.println("Invalid Input");
```

```
        }
```

```
    } // end of main method
```

```
} // end of class Demo
```

```
class Commission // class Commission
```

```
{
```

```
    private float sales; // instance variable
```

```
    private float commi; // instance variable
```

```
    public Commission(float yoursSales) // constructor
```

```
    {  
        sales=yoursSales;  
    }
```

```
    public float commission() // method to calculate commission and return to calling place
```

```
    {
```

```
        if (sales<500)
```

```
        {  
            commi=2*sales/100;
```

```
        }
```

```
        else if(sales==500 || sales<5000)
```

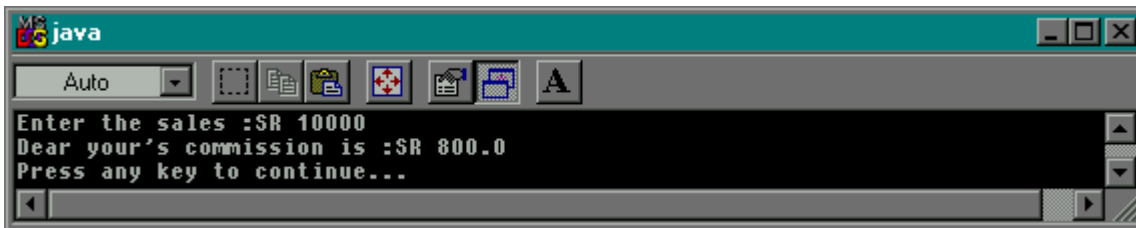
```
        {  
            commi=5*sales/100;
```

```
        }
```

```
else if(sales>=5000)
{
    commi=8*sales/100;
}

return commi; // it returns float type commission to calling place of method
} // end of method commission ( )
} // end of class Commission
```

OUTPUT:



The screenshot shows a Java IDE window titled "java". The toolbar includes "Auto", "File", "Edit", "Run", "Debug", "Test", and "A". The console output is as follows:

```
Enter the sales :SR 10000
Dear your's commission is :SR 800.0
Press any key to continue...
```



The screenshot shows a Java IDE window titled "java". The toolbar includes "Auto", "File", "Edit", "Run", "Debug", "Test", and "A". The console output is as follows:

```
Enter the sales :SR -500
Invalid Input
Press any key to continue...
```