

CMSC 131 Fall 2004 Quiz 1 Solution

This is one possible solution. Note that the JOptionPane returns a string value, and so it must be converted to a floating type using either Double.parseDouble or Float.parseFloat. We initialized the message string to "Satisfactory" and changed it if the average is less than 70. We could have achieved the same result using an if-else construct. The initial import statement and the final System.exit(0) are needed because we are using JOptionPane. (In fact this is true whenever graphics and swing objects are used.)

```
import javax.swing.*;
public class ComputeStatus {

    public static void main(String[] args) {
        String strVal1 = JOptionPane.showInputDialog("Enter Value");
        String strVal2 = JOptionPane.showInputDialog("Enter Value");
        double val1 = Double.parseDouble(strVal1);
        double val2 = Double.parseDouble(strVal2);
        double avg = (val1 + val2)/2;

        String message = "Satisfactory";
        if (avg < 70.0) {
            message = "Unsatisfactory";
        }

        JOptionPane.showMessageDialog(null, message);
        System.exit(0);
    }
}
```