Figure 14.0 The *Mark* class continued.

Now, in **main()**, we can store instances of the **Mark** class
in the **markList** Vector:

```
Vector markList = new Vector();
while (true) {
    String mark = keyb.readLine();
    if (mark.equals("quit")) break;
    System.out.print("letter grade?  (y/n) ");
    Mark m;
    if (keyb.readLine().equals("y"))
        m = new Mark(mark, true);
    else
        m = new Mark(mark, false);

    markList.addElement(m);
}
```

and to find the average:

```
int count = 0;
int sum = 0;
for (int i = 0; i < markList.size(); i++) {

    sum +=
    count++;
}
System.out.println("The average is " + sum/count);
```

This is o.k., but still requires the programmer to

1. keep track of all the different possible kinds of marks, and

2. within the **Mark** class, use selection (**if-else**) in order to
   recall which kind of mark is stored.

To do better, we can define a different class for each kind of mark,
and arrange these classes in a **Mark** "hierarchy".