

LAB PROGRAM-3

Create a class book which contains four members: name ,author ,price ,number of pages. Include a constructor to set the values for the members. Include methods to set and get the details of the object. Include a toString() method that could display the complete details of the book. Develop a java program to create n book objects.

```
import java.util.*;
import java.lang.*;
class Book
{
    String name,author;
    int price,num_pages;
    void getval()
    {
        Scanner sc=new Scanner(System.in);
        System.out.println(" enter book name,author name,price and number of pages");
        name=sc.next();
        author=sc.next();
        price=sc.nextInt();
        num_pages=sc.nextInt();
    }
    public String toString()
    {
        return name+" "+author+" "+price+"Rs "+num_pages+" pages ";
    }
    void display(Book o)
    {
        System.out.println(o);
    }
}
class Bookv
{
    public static void main(String args[])
    {
        Scanner ss=new Scanner(System.in);
        System.out.println(" enter the no of books");
        int n=ss.nextInt();
        Book[] ob=new Book[n];
        for(int i=0;i<n;i++)
            ob[i]=new Book();
        for(int i=0;i<n;i++)
        {
            ob[i].getval();
        }
        for(int i=0;i<n;i++)
        {
            ob[i].display(ob[i]);
        }
    }
}
```