LAB - 3

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

Program

```
Book(String name, String author, int price, int npage)
{
    this.name = name;
    this.author = author;
    this.price = price;
    this.npage = npage;
}

public String toString()
{

String name, auther, price, npage;
name = "Book name: " + this.name + "\n";
auther = "Author name: " + this.auther + "\n";
price = "Price: " + this.price + "\n";
```

```
npage = "Number of pages :" +this.npage + "\n";
return name+author+price+npage;
}
}
class bookrun {
public static void main(String args[]){
Scanner s =new Scanner(System.in);
String name,author;
int price,npage;
int n;
System.out.println("Enter the number of books");
n = s.nextInt();
Book b[] = new Book[n];

for(int i =0; i<n; i++) {
System.out.println("Enter book name");
    name = s.next();
    System.out.println("Enter book Author");
    author = s.next();
    System.out.println("Enter book Price ");
   price = s.nextInt();
   System.out.println("Enter the number of Pages in the book");
   npage =s.nextInt();
```

```
b[i] = new Book(name, author, price, npages);
}

for (int i = 0; i < n; i++) {
System.out.println(b[i].toString());
}
}


}
```

Output:

Enter the number of books:

1

Enter book name:

abc

Enter book: Author

xyz

~~Enter the number of pages of the book~~

Enter book price

350

Enter the number of pages of the book

100

Book name: abc

Author name: xyz

Price: 350

Number of pages: 100