**LAB 4:**

1. Create a Book class that will have the following attributes.  
- Book title  
- Author  
- Publisher  
- Date published

2. Create accessor (getter) and mutator (setter) method for each attributes.  
3. Use the constructor t initialize each attributes.  
a. Note: the data to be used in the program should be from the user input.  
4. Create a main method and display a book Information.