

3. Flowchart:

Void main()

(Start)

create public class BookEntry
create public static void main

Initialize i, n

Prompt the user for the
value of n

for i=0; i<n; i++

F

create a Book object
call the constructor

T

for i=0; i<n; i++

Print getDetails() of
books[i]

end

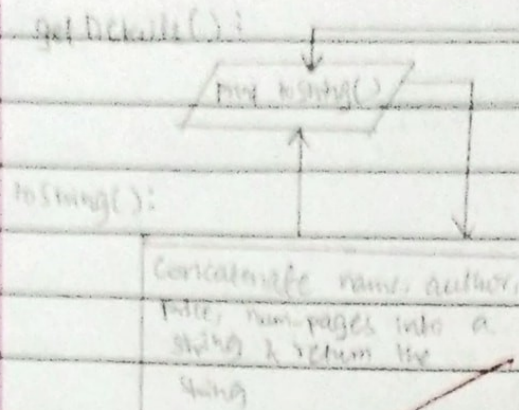
Book

Book()

accept name, author,
price, num-pages &

store them using setDetails

getDetails()



```

Program: import java.util.Scanner;
public class Book {
    Book() {
        setDetails();
    }
    void setDetails() {
        System.out.println("Enter the name of
        Scanner reader = new Scanner(System.in);
        String name, author;
        int price, num-pages;
        Book b = new Book(); setDetails();
        void setDetails() {
            System.out.println("Enter the
            price, number of pages in order")
            name = reader.next();
            author = reader.next();
            price = reader.nextInt();
            num-pages = reader.nextInt();
        }
        void getDetails
        public String toString() {
  
```



```

}
public class BookProg {
    public static void main (String[] args) {
        int i, n;
        Book books[] = new Book[n];
        System.out.println("Enter the value of n");
        Scanner mains = new Scanner (System.in);
        n = mains.nextInt();
        Book books[] = new Book[n];
        for (i=0; i<n; i++) {
            Book draft = new Book();
            books[i] = draft;
        }
        for (i=0; i<n; i++) {
            books[i].getDetails();
        }
    }
}

```

Enter the value of n:

2

Enter the name, author, price, number of pages in order:

James AtomicHabits 300 200

Enter the name, author, price, number of pages in order:

Cruyff MyTurn 400 174

Details of book:

Name: James

Author: AtomicHabits

Price: 300

Num pages: 200

Details of book:

Name: Cruyff

Author: MyTurn

Price: 400

Num pages: 174

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