Program based on getter and setter methods.

import java.util.\*;

class Book

{

int id;

String name;

int cost;

int pages;

Scanner sc = new Scanner (System.in);

public void setName ()

{

System.out.println ("Enter name");

name=sc.next();

}

public void setId ()

{

System.out.println ("Enter id");

id = sc.nextInt ();

}

public void setcost ()

{

System.out.println ("Enter cost");

cost = sc.nextInt ();

}

public void setpages ()

{

System.out.println ("Enter pages");

pages = sc.nextInt ();

}

public int getId ()

{

return id;

}

Book ()

{

this.setId ();

this.setpages ();

this.setcost();

this.setName();

display();

}

public void display ()

{

System.out.println (this.name);

System.out.println (getId ());

System.out.println (this.pages);

System.out.println (this.cost);

}

}

In main java class

public class Main

{public static void main(String[] args) {

Book a =new Book();

Book b=new Book();

Book c=new Book();

Book d= new Book();

}

}

Output:

