

**3. 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.**

CODE:

```
import java.util.*;
import java.lang.String;
import java.awt.*;
import java.awt.event.*;
class Book
{
    String name;
    String author;
    double price;
    int num_pages;
    public void getdetails()
    {
        Scanner x=new Scanner(System.in);
```

```

System.out.println("Enter Book Details");
System.out.println("Enter Book Name:");
name=x.nextLine();
System.out.println("Enter the Author");
author=x.nextLine();
System.out.println("Enter the Price of the book");
price=x.nextDouble();
System.out.println("Enter the number of pages in the
book");
num_pages=x.nextInt();
}

public String toString()
{
return("BOOK DETAILS*"+ "\nThe name of the book
:
"+name+ "\nThe author of the book :"+author+ "\nThe
price of the book:
"+price+ "\nNumber of pages in book :"+num_pages);
}
}

class BookMain{

```

```
public static void main(String args[])
{
int i,n;
Scanner x=new Scanner(System.in);
System.out.println("Enter the number of books");
n=x.nextInt();
Book b[]=new Book[n];
for (i=0;i<n;i++)
{
b[i]=new Book();
b[i].getdetails();
}
for(i=0;i<n;i++)
{
System.out.println(b[i]);
}
}
}
```

OUTPUT:

```
Enter the number of books
2
Enter Book Details
Enter Book Name:
ABBC
Enter the Author
XYZ#
Enter the Price of the book
200
Enter the number of pages in the book
250
Enter Book Details
Enter Book Name:
XYZ
Enter the Author
LMN$
Enter the Price of the book
500
Enter the number of pages in the book
200
*BOOK DETAILS**
The name of the book : ABBC
The author of the book :XYZ#
The price of the book: 200.0
Number of pages in book :250
*BOOK DETAILS**
The name of the book : XYZ
The author of the book :LMN$
The price of the book: 500.0
Number of pages in book :200
```