LAB 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.

import java.util.\*;

class Book

{

private String name;

private String author;

private double price;

private int num\_pages;

Book()

{

name="xyz";

author="abc";

price= 0.0;

num\_pages=10;

}

void getdata()

{

Scanner sc= new Scanner(System.in);

System.out.println("enter the name of book");

name = sc.nextLine();

System.out.println("enter the name of author");

author = sc.nextLine();

System.out.println("enter the price of book");

price = sc.nextDouble();

System.out.println("enter the number of pages");

num\_pages = sc.nextInt();

}

public String toString()

{

return("Book: "+name+"\nAuthor: "+author+"\nPrice: Rs "+price+"\nNo.of pages: "+num\_pages);

}

}

class lab4

{

public static void main(String ss[])

{

Scanner xx=new Scanner(System.in);

System.out.println("Enter the no of books:");

int n=xx.nextInt();

Book b[]=new Book[n];

int i;

System.out.println("Enter the book details");

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

{

System.out.println("Book "+(i+1));

b[i]=new Book();

b[i].getdata();

}

System.out.println("Printing book details....");

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

{

System.out.println("Book "+(i+1));

System.out.println(b[i]);

System.out.println("-----------------------");

}

}

}

**Output-**

