Objectives:

As a programmer, you will be expected to understand good coding practice and logical structures. For this project **you must show mastery of**:

- Proper code layout
- Variable declaration and initialization
- Proper library importing
- Constant declaration and initialization
- Modularization
- Constructor
- Overloaded constructor/method
- Program sequence, selection, & looping
- Cohesion
- Input validation/sanitization
- Javadoc
- UML
- External method calls
- String concatenation
- Good programming practices

Lab 3

All of the chapter exercises plus:

Write a program that instantiates book objects. Each object should contain the following:

a) Author last name.
b) Author first name.
c) ISBN number.
d) Book title.
e) Publication date.
f) Number of pages.

One class will be the template for books and the other class will parse an individual book and have methods to print all individual data items (title, isbn, author, etc.).

Include logic that indicates an error if the number of pages is below ten.