



ASSIGNMENT - 2 (JAVA LAB) RISHU RAJ – 22BCS13474

1. **AIM:** Write a Java program to implement a library management system. The program should. Use a base class Book and derived classes Fiction and NonFiction.

Input Example:

Book 1:

Type: Fiction

Title: Harry Potter

Author: J.K. Rowling

Price: 500

Book 2:

Type: Non-Fiction

Title: Sapiens

Author: Yuval Noah Harari

Price: 700

Output Example:

Fiction Book Details:

Title: Harry Potter

Author: J.K. Rowling

Price: 500

Non-Fiction Book Details:

Title: Sapiens

Author: Yuval Noah Harari

Price: 700

2. Implementation/Code:

```
import java.util.Scanner;
```

```
// Base class
```

```
class Book {
```

```
    protected String title;
```

```
    protected String author;
```

```
    protected double price;
```

```
// Constructor
```



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Discover. Learn. Empower.

```
public Book(String title, String author, double price) {
    this.title = title;
    this.author = author;
    this.price = price;
}

// Display method
public void displayDetails() {
    System.out.println("Title: " + title);
    System.out.println("Author: " + author);
    System.out.println("Price: " + price);
}

}

// Derived class for Fiction books
class Fiction extends Book {
    public Fiction(String title, String author, double price) {
        super(title, author, price);
    }

    @Override
    public void displayDetails() {
        System.out.println("\nFiction Book Details:");
        super.displayDetails();
    }
}

// Derived class for Non-Fiction books
class NonFiction extends Book {
    public NonFiction(String title, String author, double price) {
        super(title, author, price);
    }

    @Override
    public void displayDetails() {
        System.out.println("\nNon-Fiction Book Details:");
        super.displayDetails();
    }
}
```



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Discover. Learn. Empower.

```
}  
}  
  
// Main class  
public class LibraryManagement {  
    public static void main(String[] args) {  
        Scanner scanner = new Scanner(System.in);  
  
        // Taking input for first book  
        System.out.println("Book 1:");  
        System.out.print("Type (Fiction/Non-Fiction): ");  
        String type1 = scanner.nextLine();  
        System.out.print("Title: ");  
        String title1 = scanner.nextLine();  
        System.out.print("Author: ");  
        String author1 = scanner.nextLine();  
        System.out.print("Price: ");  
        double price1 = scanner.nextDouble();  
        scanner.nextLine(); // Consume newline  
  
        // Creating first book object  
        Book book1;  
        if (type1.equalsIgnoreCase("Fiction")) {  
            book1 = new Fiction(title1, author1, price1);  
        } else {  
            book1 = new NonFiction(title1, author1, price1);  
        }  
  
        // Taking input for second book  
        System.out.println("\nBook 2:");  
        System.out.print("Type (Fiction/Non-Fiction): ");  
        String type2 = scanner.nextLine();  
        System.out.print("Title: ");  
        String title2 = scanner.nextLine();  
        System.out.print("Author: ");  
        String author2 = scanner.nextLine();  
        System.out.print("Price: ");
```

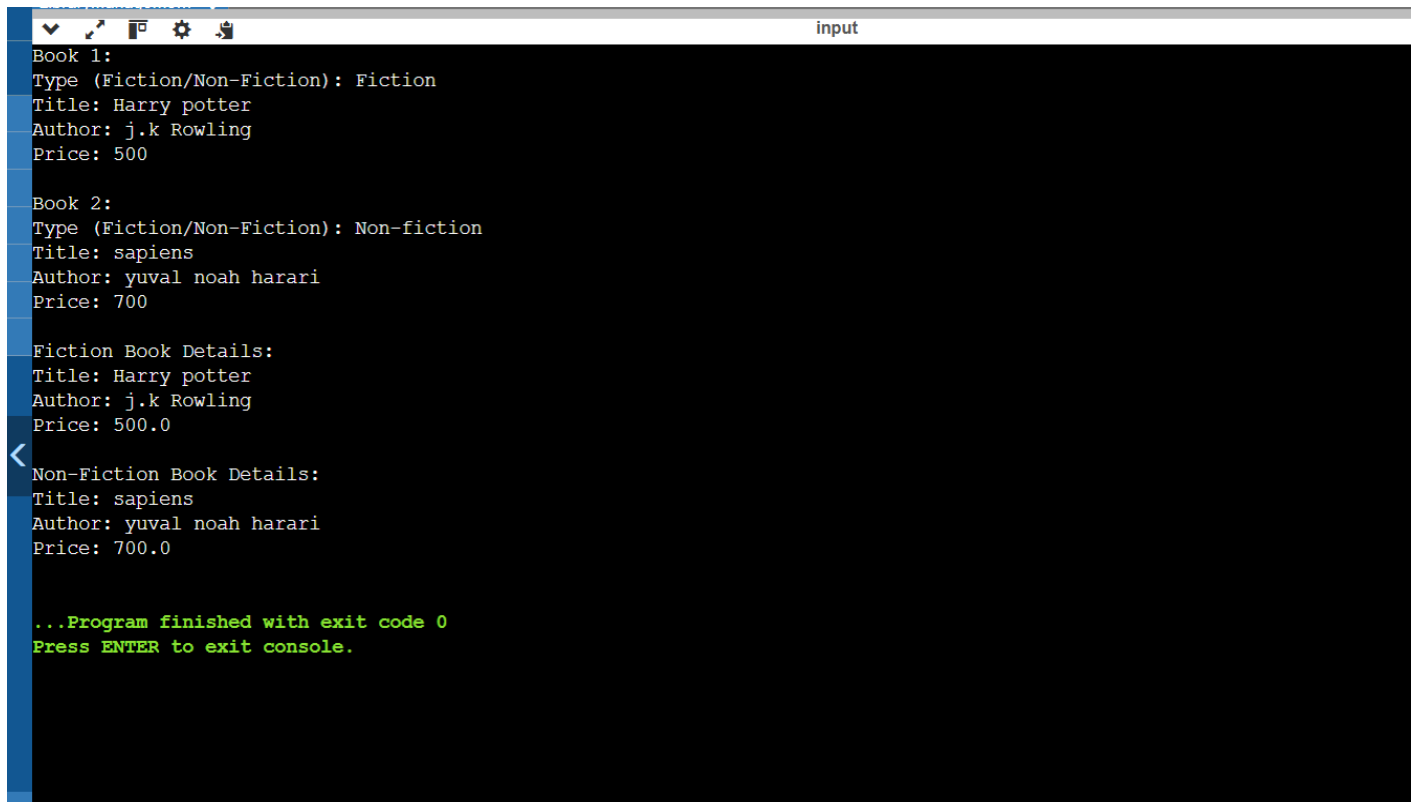
```
double price2 = scanner.nextDouble();

// Creating second book object
Book book2;
if (type2.equalsIgnoreCase("Fiction")) {
    book2 = new Fiction(title2, author2, price2);
} else {
    book2 = new NonFiction(title2, author2, price2);
}

// Displaying book details
book1.displayDetails();
book2.displayDetails();

scanner.close();
}
}
```

3. Output:



```
Book 1:
Type (Fiction/Non-Fiction): Fiction
Title: Harry potter
Author: j.k Rowling
Price: 500

Book 2:
Type (Fiction/Non-Fiction): Non-fiction
Title: sapiens
Author: yuval noah harari
Price: 700

Fiction Book Details:
Title: Harry potter
Author: j.k Rowling
Price: 500.0

Non-Fiction Book Details:
Title: sapiens
Author: yuval noah harari
Price: 700.0

...Program finished with exit code 0
Press ENTER to exit console.
```



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Discover. Learn. Empower.