



AMERICAN INTERNATIONAL UNIVERSITY-BANGLADESH (AIUB)

Faculty of Science and Technology (FST)
Department of Computer Science (CS)

Course Title : CSC1205: Object Oriented Programming 1 (JAVA)

Lab Task - 3 : Developing basic Java classes with attributes, constructors, methods, static variables and static methods.

Look at the following class notations carefully, and develop the program.

StoryBook
String isbn String bookTitle String authorName double price int availableQuantity String category static double discountRate
StoryBook() StoryBook(String isbn, String bookTitle, String authorName, double price, int availableQuantity, String category) static void setDiscountRate(double rate) static double getDiscountRate() void setIsbn(String isbn) void setBookTitle(String bookTitle) void setAuthorName(String authorName) void setPrice(double price) void setAvaiaableQuantity(int availableQuantity) void setCategory(String category) String getIsbn() String getBookTitle() String getAuthorName() double getPrice() int getAvailableQuantity() String getCategory() void addQuantity(int amount) void sellQuantity(int amount) void showDetails()



TextBook
String isbn String bookTitle String authorName double price int availableQuantity int standard static double discountRate
TextBook() TextBook(String isbn, String bookTitle, String authorName, double price, int availableQuantity, int standard) static void setDiscountRate(double rate) static double getDiscountRate() void setIsbn(String isbn) void setBookTitle(String bookTitle) void setAuthorName(String authorName) void setPrice(double price) void setAvaiaibleQuantity(int availableQuantity) void setStandard(int standard) String getIsbn() String getBookTitle() String getAuthorName() double getPrice() int getAvailableQuantity() int getStandard() void addQuantity(int amount) void sellQuantity(int amount) void showDetails()

Start
The Start class contains the main method. Inside the main method, create two objects of StoryBook and two objects of TextBook. Demonstrate all the methods and constructors.