C++

**Classes & Objects**

*(Creating a Book Data Type)*

# include <lostream>

Using namespace std;

Class Book {

Public:

String title;

String author;

Int pages;

};

Int main()

{

Book book1;

Book1.title = “Juiceman”;

Book1.author = “Harry Hinesman”;

Book1.pages = 800;

Book book 2;

Book2.title = “Basketball Never Stops”;

Book 2.author = “Barry Baller”;

Book2.pages = 300

Cout << book2.author;

Cout << book1.page;

Return 0;

}