1.Implement the following case study using OOP concepts in Java.

**E-Book stall :**

Every book has Properties which includes : Book \_Title, ISBN\_No, Book\_Author,

**Book\_Count ;**

Every Customer is having properties as : User\_name, password, Customer\_Id,

Customer\_Name, Customer\_Address. Customer can buy Books from E-Book

stall.

Write a Program that facilitates customers to buy text books. A customer can

perform following operations. a) search for book b)buy book if it exists in stall.

Note:

a. After every purchase display, Do you wanna exit? On “yes” exit from the

application on “No” go back

b. there must be an option “display” for the store owner, that displays all details

about transactions like Customers names, title of books they bought and count of

text books etc.,

2.*New year welcomes with a Grand sale from topmost E-commerce sites Amazon*

*and Flipkart. Design an application that prompts user to enter product name,*

*company it belongs to and the quantity(Note : you can input more if your*

*application requires) and suggest him/her(cost effective) where to buy the product*

*either from Amazon or E-commerce.*

*Amazon offers 10% Discount for HDFC credit card holders and 15% discount on*

*purchase above 50,000.*

*Flipkart offers 30% Discount if he/she is a RGUKT student and 5% discount on*

*purchase above 30,000.*

3.Create the package sounds.

Create interface dolby( with abstract method playDolby), and class Podcast(

with method playPodcast) in the package.

compile the package.

Use the package(import the package) to play sounds as chosen by the user.

Note : the methods should include the text as “play XXXXsound