Object Oriented Programming using JAVA

**ITA5004**

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1. Create a class called Book to represent a book. A book includes the following four primitive variables as instance variables: book name, an ISBN number, an author name and a publisher. Your class should have a constructor that initializes the four instance variables.

Provide a mutator method and accessor method (get and set) for each instance variable. In addition, provide a method named getBookInfo that returns the description of the book as String (the description should include all the information about the book). In the main method create an object of the class from class Book and print its information.

[10]

**Source Code:**

package Book;

class Book {

private String name;

private String isbn;

private String author;

private String publisher;

public Book(String name, String isbn, String author, String publisher) {

this.name = name;

this.isbn = isbn;

this.author = author;

this.publisher = publisher;

}

public String getName() {

return name;

}

public void setName(String name) {

this.name = name;

}

public String getIsbn() {

return isbn;

}

public void setIsbn(String isbn) {

this.isbn = isbn;

}

public String getAuthor() {

return author;

}

public void setAuthor(String author) {

this.author = author;

}

public String getPublisher() {

return publisher;

}

public void setPublisher(String publisher) {

this.publisher = publisher;

}

public String getBookInfo() {

return "Book name: " + name + "\nISBN number: " + isbn + "\nAuthor name: " + author + "\nPublisher: " + publisher;

}

}

public class Main {

public static void main(String[] args) {

Book book = new Book("Harry Potter and the Philosopher's Stone", "978-1-4088-6230-7", "J.K. Rowling", "Bloomsbury");

System.out.println(book.getBookInfo());

}

}

**Output:**

**Text

Description automatically generated**