Book Club

Chapter 4 Assessment #1

***************READ THESE INSTRUCTIONS*************

Serendipity Booksellers has a book club that awards points to its customers based on the number of books purchased each month. The points are awarded as follows:

- If a customer purchases 0 books, he or she earns 0 points.
- If a customer purchases 1 book, he or she earns 5 points.
- If a customer purchases 2 books, he or she earns 15 points.
- If a customer purchases 3 books, he or she earns 30 points.
- If a customer purchases 4 or more books, he or she earns 60 points.

Design a class that stores the number of books purchased in a month. Your class should have a constructor. It should also have a method that returns the customer's points earned for the month.

Write a demo program that prompts the user for the number of books they purchased last month and this month and returns their cumulative earned points.