SYSC 2004 C and D: Object-Oriented Software Development
Lab No 2: [1 mark]

Below is the outline for a Book class, which can be found in the *book-exercise* project.
The outline already defines two fields and a constructor to initialize the fields. In the next
few questions, you will add features to the class outline.

```java
/**
 * A class that maintains information on a book.
 * This might form part of a larger application such
 * as a library system, for instance.
 *
 * @author (Insert your name here.)
 * @version (Insert today's date here.)
 */
public class Book
{
    // The fields.
    private String author;
    private String title;
    /**
     * Set the author and title fields when this object
     * is constructed.
     */
    public Book(String bookAuthor, String bookTitle)
    {
        author = bookAuthor;
        title = bookTitle;
    }
    // Add the methods here...
}
```

Q1: Add two accessor methods to the class—getAuthor and getTitle—that return the
author and title fields as their respective results. Test your class by creating some
instances and calling the methods.

Q2: Add two methods, printAuthor and printTitle, to the outline Book class. These should
print the author and title fields, respectively, to the terminal window.