00J Lab Brogram - 03.

*) Greate a class Book which contains four members:

mame, author, price, num-pages. Include a constructor to set the values for the members.

Include methods to set and get the details of the objects. Include a tosting() method that could display the complete details of the look. Develop a jova program to create in book objects

CODE :-

import java. util. *;
class Book (

String name;
String author;
int price;
int num-pages;
Book ()

Book (String name, String author, int price, int num-pages)

this. name = name; this author = author; this price = price; this . nun - pages = num - pages; void accept () Scarner S= new Scarner (System.in); System.out. println ("Enter the name of the book"); name = s. rest(); Septem, out. println ("Enter the author of the book"). author = s. reset(); System. out. println ("Enter the price of the book"). pice = s. reatInt(); Septem. out, println ("Enter the number of pages of the book"); num-pages = s. nextInt(); public string tosting () return ("Name: "+ rame +" \n" + "Author: " + author + "p" + "Price: "+ price + "\n" + "Number of pages: "+ num-pages);

class Book Main 16 public static void main (String set) Scanner a = Novo Scanner (Bystem in); Book bl = new Book ("Heights", "Anne", 299,345). Septem out, println ("Sample input:\n'+61); Eyetem out, println ("Enter the number of books"). int n=a, nesetInt(); Book b[] = New Book[n]; for (int i=0; ixn; i+t) b[i] = new Book (); Sextem.out. println ("In Enter the details of look b[i].acapt(); for (int i=0, kn; i++) System, out, println ("In Details of book"+(i+1));

System. out. println (b[i]);