Programming Languages

Homework No.4

Assignment.1

Using Eclipse, create a new java project named "PLH4", create new package named "ass1". In the new package, create a class with attributes and method as described in the following diagram:

<class> **Book**
+title <string>
+author <string>
+price <double>
+quantity <int>
+printAtributes()

Create setters or a corresponding constructor for setting values for each of the attributes. In the Demo class create a list of your favorite 5 books, set the price and quantity for each of the objects using hardcoded or random generated values.

a) Using stream methods create a new list with the same book objects ordered by title and print the books from the new list.
b) Find and print the most expensive and the cheapest book.
c) Check if there is at least one book with quantity over 1000 in stock.

Submit the solution containing the source (.java) and bytecode (.class) files in a zip file named PLH4Ass1_Name_Surname_Id.zip