LAB-PROGRAM - 3. EDG Create a class Book which contains four members: name author, price, num- pages. Include a constructor to set the value for the member. Include onetwork to set and get the obtain of the object. Include a fostsing() method that could display the complete olitaily of the book Develop a Java program to create n book objects import java. Will Scannes class Books String author; int numPages; Books (String name, String author, int Price, int numbages) this. name = name; this author 2 author; this . price = price; this numbague = num Pagee; public String to String () String name, author, price, numbagus; name = "Book name:" + this name + " In". outhor : "Author name;" + this author + " \n". price " " Price: " + this price + " In". num. Pages = . "Number of Pages: " + this num Pages + " In".

out-pointly ("Bake the number	System out printly! Entry the name of the book! System out printly! Entry the man't of name: System out brintly! Entry the man't of name: System out brintly! Entry the brite.		brid.	Stand Server Stand (System in). Stains never stand (System in). Stains name: Stains name:	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
Name: e	Book Detrik: Brok name: Abe Author name: 400 Prile: 200	Enter the debails of book 2: Enter the name of the book 2: edg Enter the price: 350 Enter the namber of projection	Enter the number of book ? . ashe Enter the number of the book ? . ashe Enter the number of Page: 530 Enter the number of Page: 530	System · Out · privite (b (i));	System. Out-printly In 13 cola Details: "); for (in or intermitty In 13 cola Details: ");