LAB PROGRAM 3

Create a class Book which contains four members: name, 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 toString() method that could display the complete details of the book. Develop a Java program to create n book objects.

```
import java.util.Scanner;
class book
{
        String name, author;
        int nop;
        double price;
        book()
       {
               name=" ";
               author="";
               nop=0;
               price=0.00;
       }
       void accept()
       {
               Scanner sc=new Scanner(System.in);
          System.out.println("enter name");
               name=sc.nextLine();
          System.out.println("enter author");
               author=sc.nextLine();
    System.out.println("enter number of pages and price");
```

```
nop=sc.nextInt();
                price=sc.nextDouble();
  }
        public String to String() // when an object is printed this method is automatically called
 {
         return("name="+name+"\nauthor="+author+"\nnumber of
pages="+nop+"\nprice="+price);//return statement with String is required
 }
}
class bookmain
{
        public static void main(String[] args)
        {
                int n;
                Scanner sc=new Scanner(System.in);
          System.out.println("enter number of objects: ");
    n=sc.nextInt();
                book b[]=new book[n];
                for(int i=0;i<n;i++)
                {
                        b[i]=new book();
                        b[i].accept();
                }
                for(int i=0;i<n;i++)
                {
                 System.out.println("\ndetails of book "+(i+1)+":");
```

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

