Lab program - 3.

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

Soln.
```
import java.util.*;
class book
{
    String booktitle;
    String author;
    int no_of_pages;

    double price;
    Scanner sc = new Scanner(System.in);
    book()
    {
        System.out.print("Entr book tittle:");
        booktitle = sc.nextLine();
        System.out.print("Enter author name:");
        author = sc.nextLine();
        System.out.print("Enter price:");
        price = sc.nextDouble();
        System.out.print("Enter no of pages:");
```

```
no_of_pages = Sc.nextInt();
}

public String toString()
{
    return ("Book name = " + booktittle +
            "Author" + author + "Price"
            + price + "pages =" + no_of_pages);
}
}


class Books
{
public static void main(String[]args)
{
int n, i;
Scanner in = new Scanner(System.in);
System.out.print("Enter number of book");
n = in.nextInt();
book[] b = new book[n];
for (i=0; i<n; i++)
{
    System.out.println("Enter details of
                        Books" + (i+1));
    b[i] = new book();
}
for (i = 0; i<n; i++)
{
    System.out.println(b[i]);
}
}
}.
```

Output:

Enter the number of books 1
Enter details of book 1
Enter book tittle : The Alchemist
Enter author name : Paulo.
Enter price : 678
Enter number of pages : 1200
Book name = The Alchemist Author = Paulo Price = 678.0 Pages = 1200