9) 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 get and set the details of the object. Include a string toString() method that could display the complete details of the book. Develop a Java program to create h book object.

→ ~~Scanner sc = new Scan~~ import. java.util.Scanner;

→ Class book {

    String name;
    String author;
    int price;
    int pages;

    book (~~book~~ String name, String author, int price, int pages)
    {
        this. name = name;
        this. author = author;
        this. price = price;
        this. pages = pages;
    }

    Scanner sc = new Scanner (System.in)
    void Setter ()   (Getter)
    {
        name = sc.next ();
        author = sc.next();
        price = sc.nextInt();
        pages = sc.nextInt();
    }

```
                display
void    getter ()
    {
      s sout ("The book details are ");
        sout (name);
        sout (author);
        price
        sout (price);
        sout (pages);
     }


public  String  toString ()
     {
        sout (" The book details are displayed by to String
               method ");
         sout (name);
         sout (author);
         sout (price);
         sout (pages);
      }


Class main()
     {
         public static void main (String args[])
         {
         int n

         Scanner s1 = new Scanner (system.in);
          Sout ("Enter the no of object ");
          int  n =  s1.nextInt();
          book  [] b1 = new book [n];
          for(int i=0; i<n; i++)
          {
             b1[i] = new book (" Century" , " Virat", 200, 45);
```

```
b1[i].getto
b1[i].setter();
b1[i].display();

System.out.println(" b1[i]);

    }
}
```

Output:

Enter number of books,
Initializing default value for book 1
Book details:
Price : 200
Author : virat
Name : cheymaster
pages : 100

Enter the price, author, name, pages of book
344
san
mybook
34

Book details
Price : 344
Author : san
Name : mybook
Pages : 34
this is object

```java
import java.util.Scanner;

class Book {
    int price;
    String author;
    String name;
    int pages;

    public Book(int price, String author, String name, int pages) {
        this.price = price;
        this.author = author;
        this.name = name;
        this.pages = pages;
    }

    public void setter() {
        System.out.println("Enter the price, author, name, and pages of the book:");
        Scanner sc = new Scanner(System.in);
        this.price = sc.nextInt();
        this.author = sc.next();
        this.name = sc.next();
        this.pages = sc.nextInt();     }

    public void getter() {
        System.out.println("Book details:");
        System.out.println("Price: " + price);
        System.out.println("Author: " + author);
        System.out.println("Name: " + name);
        System.out.println("Pages: " + pages);
    }


    public String toString() {
        return "this is object";
    }
}

public class pro {
    public static void main(String[] args) {
        Scanner s1 = new Scanner(System.in);
        System.out.println("Enter the number of books:");
        int n = s1.nextInt();

        Book[] b1 = new Book[n];
```

```java
}

public class pro {
    public static void main(String[] args) {
        Scanner s1 = new Scanner(System.in);
        System.out.println("Enter the number of books:");
        int n = s1.nextInt();

        Book[] b1 = new Book[n];
        for (int i = 0; i < n; i++) {
            System.out.println("Initializing default values for book " + (i + 1));
            b1[i] = new Book(200, "virat", "chase master", 100);
            b1[i].setter();
            b1[i].getter();

            System.out.println(b1[i]);
        }

    }
}
```

```
C:\Users\shett\OneDrive\Documents\javaclasslab>javac pro.java

C:\Users\shett\OneDrive\Documents\javaclasslab>java pro
Enter the number of books:
1
Initializing default values for book 1
Enter the price, author, name, and pages of the book:
200
san
yyxxzz
34
Book details:
Price: 200
Author: san
Name: yyxxzz
Pages: 34
this is object
```