Week - 4 Sheeshtha Aggarnal Page Mo: 15
18th 19C5 155 16-10-20 [Lab-) Q-> Create a class Book which contains four members: nave, author, friel, num hages. Include methods to set and get the details of the objects include a construction to set the walues for the members Include a to stringer method to display Duckop a Java program to create in book objects. infort javo util *; class book. E string name;

int mun pages;

string author;

clouble frice;

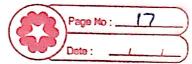
pook (string a, intel, string c, doubled) &

manue = a; manut = a; neu pages = l; eauthor = ie; price = d; void get data () & Scounce in = ment scower (System in); dystem out priles ("Enter title: 1"). nome = in ment ();

System out fintle ("Enter no. of page: ");



num- frages = in neut 2nt O; system out printer ("Enter author: "); author = in new (); System out frintly ("Enter fries:"); frice = in ment Double (); Jublic String to string () { return (" 'n Book title: " + name + " 'n 16. of fages: " + num frage + " I'm Author: " + author t' In to Price: " + price); class series { public static void main (String arge CJ)? Scames in = new Scanner (System in); int 1 = 0; String = ""; double d = 0.0; System out printly (" Enter no. of books:") int m = in ment let (); Book b [] = new Book (n]; for (int i= 0; i < m; i++) & b[i] = new Book (a, e, e, d); System out, printles (" 1 "); de [i] = get data ();



_	Dote:
	3
	for (int i=0; i=n; i++) {
\dashv	System out Swintly (1.5:7).
	3 System out printle (b(; J);
	3
	3
	6/1-)
	Exter no. of book:
	Enter book title: a
	Enter No. of pages in book: 12
	Enter author's name: sof
	Liter price of book (in Ruffeld): 739
	Book title: a
	No. of pages in book: 12
	Author's name : sdf
	laice of book (in Ruppees): 234

