**Q1/** Write a class with two fields and one method that prints content of fields on to the screen, then create object of your class in main class and call class's method.

**Q2/** Write a Java program that can maintain information about a personal bookshelf. The program asks for information about a new book such as the author, title, ISBN and stores it in to the text file.

**Note:**

1. Create a class to hold book information.
2. Create a method named it (get) to get information from the user.
3. Create a method named it (print) which will print all the books’ information into the disk file.