

Assignment 02

Create a BookStore Application using array of objects. Use two classes- Book, BookStore(main class). Create an array of objects of the Book class.

At first take a character as user input. If the character matches with 'a', this will perform the add operation of a book. (Hint: take two more inputs from user (bookName and bookPrice), store the inputs into an object and the object into the array.)

If the letter is 'q' then quit the program.

If the letter is 'p' then print the list of books.

If the letter matches with none of the above, simply print a line saying "Please choose a valid option".