

Lale Perogeram no. Greate a class Book which contain four members: name, author, price, num pages. Include à constructor to set the values for the members. Include methods to set and get the details of the objects Include a tasting method that could display the complete details of the book, Develop a Jana perogram to create n look objects. import java util Scanner; String name; String author; int price; unt numPages; Books (String name, String author, int price, int numPages) this name = name; this author = author; this price = price; this numPages= numPages: pullic String toString()

Storing name, author, price, numbages; name = "Book name:" + this name + "\n"; author = "Author name:" + this author + "\n"; price = Brice:"+ this price + "In"; numages = "Number of pages:" + this.numPages + "In"; return nametauthort price + numbages; class Main public static void main (String args[]) Scanner 3= neus Scanner (System. in) int n; Storing name; String author; unt prices ("Enter number of books:"); int numPages; System out pointly n=s. next Int (); Books b[]; b= new Books [n]; unt i; for (i=0; i<n; i++) System. out. pointln ("Enter name of the book: "); name=s.next();

System out pountln ("Enter author of the book:"); author = s. next (); System. out. pointln ("Enter poince.

System. out. pointln ("Enter no. of

System. out. pointln ("Enter no. of

pages:");

numPages = 5. next Int();

bril = new Books (name, author

prince, numPages); for Ci=o-, i<n;i++) System. out. println (b[i]); Output: Enter number of books. Enter name of the book: Enter author of the book: George Orwell Enter price of the book: Enter no of pages!

