

## Homework 4

Use the skeleton code provided on AsULearn to get started. You will have to create a BlueJ project for this homework. Don't forget to add the tests to your project and run them for feedback and insights on errors. Submit your final, compiled code to AsULearn by the due date.

### Book Class

1. Write a program in the **Book** class that has the following fields:
  - **author** : The author field is a String object that holds the author's name.
  - **title** : The title is a String object that holds the book's title.
  - **pages** : The pages field is an int variable that holds the number of pages of the book.
  - **publisher** : The publisher field is a String object that holds the publisher's title.
  - **phoneNumber** : The phone field holds the publisher's phone number. What data type will you use for this field? Why?
2. Write a mutator method for each field that stores a value in the field.
3. Write an accessor method for each field that returns the value stored in the field.
4. Write a method called **printBookData** that prints the data for the book on a single line with no extra labels or information. Note: This method has a void return type.

### BookDriver Class

Once you have completed the Book class, write a separate program in the BookDriver class that:

- creates three book objects that hold the following data:

Author	Title	Pages	Publisher	Phone
Susan Meyers	Book1	200	Publisher1	9195550110
Mark Jones	Book2	120	Publisher2	9195550167
Joy Rogers	Book3	325	Publisher3	9195550114

The program should store the data in each row in one of the three objects, then display the data for each object on the screen by calling the printBookData method. For example, a call to the printBookData method for the following object should print something similar to the following output.

```
Book book = new Book();  
//setting book information with mutator methods using the data  
//Tony Gaddis, Starting out with Java: Early Objects, 1109, Pearson, 9195550550  
//call to the printBookData method
```

## TERMINAL OUTPUT:

A screenshot of a terminal window titled "BlueJ: Terminal Window - Chapter\_Four". The window has standard OS window controls (minimize, maximize, close) in the top right. Below the title bar is a menu bar with "Options". The main area of the terminal displays the text "Tony Gaddis Starting out with Java: Early Objects 1109 Pearson 9195550550". At the bottom of the terminal, there is a light gray status bar with the text "Can only enter input while your program is running".

```
BlueJ: Terminal Window - Chapter_Four
Options
Tony Gaddis Starting out with Java: Early Objects 1109 Pearson 9195550550
Can only enter input while your program is running
```

### OddOrEven Class

Write a program in the **OddOrEven** class that:

- prompts the user to enter an integer.
- displays "The input is odd" to the screen if the input is odd
- displays "The input is even" to the screen if the input is even

Note: use the exact prompts from the example below.

For example, if the user enters 10, the program displays The input is even.

Please enter an integer: 10

The input is even

Please complete the Javadoc comments and add any comments you believe are necessary to determine what the program is doing.

Make sure that your code compiles! **If your code does not compile, then you will receive a 0 on this assignment.**