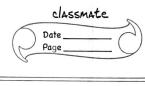
Classmate Lab - 3 Create a class Book which contains four member. name, author, price, num-pages. Include a constancton to set the values for the members. Include method to set and get the details of the objects. Include a tostoring () method that could display the complete details of the book. Develop a Java program to create n book objects. impout java. util. *; import java-lang."; class Book & Steing name, authors; double price; int num-pages; Scanner in = new Scanner (System.in); Book () d System out. println ("Enter name of book:"); name = in.nextline(); System. out. println ("Enter name of author:") outhou = in.nextline(); System out println ("Enter price of book:"); price = in. nextDouble (); System. out. println ("Enter no. of pages:"); num_pages = in.nextInt(); void display() & System out. println ("Name: "+name); System out println ("Anthon: " + author); System out printle ("Price:" + price), System. Out. print ln ("No. of pages:" + núm-pages



public Steing tostering() of

retnern name + ", By" + author + " for Rs."

+ price + " and have " + num-pages + "pages";

y public static raid main (Storing [] augs) 2 Sconner in z new Scanner (System.in); System. out println (" Enter no of books:"); n = in. nextInt(); Book B() = new Book [n]; for (inti=0; i<n; i++) x System.out. println ("Book" + (i+1)); B(i) = new Book(); System.out. printin (); for (int 1=0; 1<n; 1++) < System out println ("Book" + (i+1)); System. out. println (BEi]); System. out. println ();

> System out printler ("Enter the book number whose details you want to display:"); $\chi = in.nextInt();$ while (n<1 && x>n);