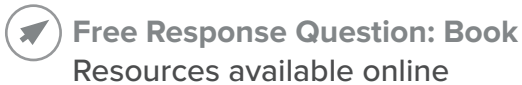


Free Response Question: Book

RESOURCES



A Book class is to be implemented with the following properties. A Book object has a title (a String), an author (a String) and a price (a double), and an *optional* publication date (a String). An incomplete definition for the Book class is shown below.

```
public class Book
{
    private String title;
    private String author;
    private double price;
    private String pubDate;
    // Constructor(s)
    /* to be implemented in part a */
    /**
     * Returns the price of the book
     *
     * @return book price
     */
    public double getPrice()
    {
        return price;
    }

    /**
     * Decreases book price
     *
     * @param byPercent the percent the price is decreased
     */
    public void giveDiscount(double byPercent)
    {
        /* to be implemented in part b */
    }

    // other methods not shown
}
```

- a. Write a constructor(s) for the Book class with the appropriate parameters.

- b. Write the method `giveDiscount` that modifies the price of the book by decreasing the price of the book by a give percentage. For example,

```
Book myFavoriteBook = new Book("The Cat in the Hat", "Dr.
Seuss",10.00);
myFavoriteBook.giveDiscount(15);
System.out.println("The new price of book:")
System.out.println(myFavoriteBook.getPrice());
// Output would be:
// The new price of book:
// 8.5
```

Use the method header below to write the `giveDiscount` method.

```
public void giveDiscount(double byPercent) {
```