

## 24 LANDAZURI SEGOVIA MATEO ISRAEL

Inspector: Daniel Lincango

- 1) running program 9/10 pts.
- 2) Printing books on screen 7/10 pts.
- 3) Total amount of money for the books 7/10 pts.
- 4) Code Quality 5/10 pts.
- 5) UML Class Diagram 4/10 pts

Total 32/50

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C:\Users\MATRIZ PC\Desktop\BookStore\src\bookstore\BookStore.java - Sublime Text (UNREGISTERED)
File Edit Selection Find View Goto Tools Project Preferences Help

BookStore.java — Nueva carpeta (3)\...\bookstore x BookStore.java — BookStore\src\bookstore x

7
8  /**
9   *
10  *MATEO LANDAZURI OOP
11  */
12  public class BookStore {
13
14
15
16      public static void main(String[] args)
17      {
18          Scanner teclado=new Scanner(System.in);
19          Scanner sc = new Scanner(System.in);
20          String titulo;
21          String autor;
22          String editorial;
23          String año;
24          int precio;
25          int iva;
26          int preciofinal;
27          int compra=0;
28
29
30          for (int i=0;i<5;i++)
31          {
32              System.out.println("BookStore: ");
33              System.out.println("Enter the Book Title: ");
34              titulo = sc.nextLine();
35              System.out.println("Enter the Author of the Book ");
36              autor = sc.nextLine();
37              System.out.println("Enter the Book Publisher: ");
38              editorial = sc.nextLine();
39              System.out.println("Enter the Book Price: ");
40              precio = teclado.nextInt();
41              iva= (int) (precio * 0.12);
42              preciofinal = iva +precio;
43              compra= precio + precio + precio + precio + precio;
44              System.out.println("Enter the Year of the Book: ");
45              año = sc.nextLine();
46
47
48              System.out.println("Title of the book: " + titulo);
```