Java2 Assignment1 worth 2%

Design a class named Book that contains:

•A private string data field for book name (default “java”)

•A private int data field for quantity (default 10)

•A private double data field for price (default 50.5)

•A no-arg constructor that creates a default Book object

•A argument constructor that creates a book object with the user specified book name, quantity and price

•The accessor/get methods for name, quantity, and price

•A method named getPrice() that calculate total price of book(quantity\*price) and returns the price

Write another test class that creates a Book object and also ask user to enter book name, quantity and price. Call the method and print the the answer of book information as well as total book price.

Sample run:

From default constructore:

Book name=java

Book quantity=10

Book price=50.5

Total book price=505.0

From argument constructore:

Enter book name=object

Enter quantity=20

Enter price=60.5

Book name=objec

Book quantity=20

Book price=60.5

Total book price=1210.0

Submission and Marking Scheme:

Submit zip file through drop box.

You must also copy and paste all of your source code from all of your classes into a Word document and also submit this document file separately.

Submit this document **in addition to** your source code zip file. **DO NOT add it inside your zip file** - it must be a separate file. This is used for TurnItIn.

Your submissions will be graded with the following consideration:

Marks will be given for originality of the code.

Program is stored in an appropriately named file

Program has the proper header information including your name and program

Program compiles successfully and without warnings

Program is complete and produces correct results

Program uses appropriate indentation to show logical path flows

Program has proper commenting

Marks will be deducted for poor commenting and/or not following Java naming conventions.