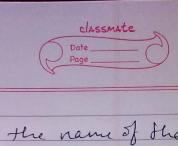}

}

Lab Program - 3.

=> Create a class Book which contains four members: name, author, price, num-pages. Include a constructor to set the values for the members. Include methods to set and get details of the objects. Include a toString() method that could display the complete details of the book. Develop a Java program to create n book objects.

=>
```java
import java.util.Scanner;
class Book {
    String name, author;
    double price;
    int num_pages;
    Scanner s = new Scanner(System.in);
    Book() {
        name = "";
        author = "";
        price = 0.0;
        num_pages = 0;
    }
    void getdata() {
        System.out.println("Enter the name of
        the book ");
```

```java
        name = Sl.next();
        System.out.println("Enter the name of the
                            author ");
        author = Sl.next();
        System.out.println("Enter the price of the
        book");
        price = Sl.nextDouble();
        System.out.println("Enter the number of
                            pages");
        num_pages = Sl.nextInt();
    }

    public String toString() {
        return ("Book name: " + name +
                "Author : " + author + " Price
                : " + price + "No. of pages : "
                            + num_pages );
    }
}

class BookMain {
    public static void Main(String args[]) {
        Scanner ss = new Scanner(System.in);
        System.out.println("Enter the number of
                            books ");
        int n = ss.nextInt();
        Book b[] = new Book[n];
        for(int i=0; i<n; i++) {
            b[i] = new Book();
            System.out.println("Enter the details
                        of the book "+(i+1));
            b[i] = getdata();
        }
        for(int i=0; i<n; i++) {
        System.out.println("Details of book "+(i+1));
        System.out.println(b[i]);
        }
    }
}
```