Text

Description automatically generated

using System;

namespace OOPG\_L5

{

    class Book{

        private string strTitle;

        private float fltPrice;

        public string Title

        {

            get{return strTitle;}

            set{strTitle = value;}

        }

        public float Price

        {

            get {return fltPrice;}

            set{fltPrice = value;}

        }

        public Book(){}

        public Book(string t, float p)

        {

            strTitle = t;

            fltPrice = p;

        }

    }

    static class Program

    {

        static void Main(string[] args)

        {

            Book objBook1 = new Book();

            Console.WriteLine("Enter title for book 1:");

            objBook1.Title = Console.ReadLine();

            Console.WriteLine("Enter Price for book 1:");

            objBook1.Price = float.Parse(Console.ReadLine());

            Console.WriteLine("Enter title for book 2:");

            string Title = Console.ReadLine();

            Console.WriteLine("Enter Price for book 2:");

            float Price = float.Parse(Console.ReadLine());

            Book objBook2 = new Book(Title,Price);

            Console.WriteLine("Title for book 1: " + objBook1.Title + "\nPrice

for book 1: " + objBook1.Price + "\nTitle for book 2: " +

objBook2.Title + "\nPrice for book 2: " + objBook2.Price);

        }

    }

}