#include<iostream>

#include<Windows.h>

using namespace std;

class book

{

int bookid;

int pages;

float price;

public:

void set()

{

cout<<"Enter price"<<endl;

cin>>price;

cout<<"Enter pages"<<endl;

cin>>pages;

}

void get(int b,float p,int pg)

{

bookid=b; //initailized

p=price; //assign

pg=pages; //assign

}

void cheak(int b,float p,int pg)

{

bookid=b; //initailized

price=p; //assign

pages=pg; //assign

}

void show()

{

system("color f0");

cout<<"\n\nBookid"<<bookid<<endl;

cout<<"Pages"<<pages<<endl;

cout<<"Price"<<price<<endl;

}

};

void main()

{

system("color b0");

book a1,a2; //one object can be use as a1

a1.set();

a1.get(7448,2.0,3);

a1.show();

a2.cheak(7448,2.0,3);

a2.show();

getchar();

getchar();

}