Pseudocode:

Class Bookshelf {

Constructor(heightCm , widthCm, material , numberOfShelves){

this.heightCm = heightCm;

this.widthCm =widthCm;

this.material =this.validatematerial(material);

this.numberOfShleves = numberOfShelves;

}

Validatematerial(material) {

Const validMaterial = [“walnut”,”Cherry Wood”,”laminate”]

If (!validmaterial.includes.includes(material)) {

Throw new error (“Invalid material. Please choose Walnut,Cherry Wood, or Laminate .”)

}

Return material:

}

setHeightCm(heightCm) {

if (heightCm < = 0) {

throw new Error(“height cannot be zero or negative.”);

}

this.heightCm = heightCm;

}

getHeightCm( ) {

return this.heightCm;

}

setWidthCm (widthCm) {

if (widthCm <= 0) {

throw new Error (“width cannot be zero or negative.”);

}

this.widthCm =widthCm;

}

getWidthCm() {

return this.widthCm;

}

setMaterial(material) {

this.material = this.validateMaterial(material);

}

getMaterial() {

return this.material;

}

setNumberOfShelves(numberOfShelves) {

if (numberOfShelves <= 0) {

throw new Error("Number of shelves cannot be zero or negative.");

}

this.numberOfShelves = numberOfShelves;

}

getNumberOfShelves() {

return this.numberOfShelves;

}

calculateSurfaceAreaInInches() {

const heightIn = this.heightCm \* 0.3937;

const widthIn = this.widthCm \* 0.3937;

return heightIn \* widthIn;

}

calculateMaterialCost() {

switch (this.material) {

case "Walnut": return 175; case "Cherry Wood":

return 150;

default: return 0

} }

calculateShelfCost() {

return this.numberOfShelves \* 25;

}

calculateTotalPrice() {

const totalCost = 120 + this.calculateMaterialCost() + this.calculateShelfCost();

if (this.calculateSurfaceAreaInInches() > 900) {

totalCost += 60;

}

return totalCost;

}

}

function main() {

try {

const bookshelf1 = new Bookshelf(180, 80, "Walnut", 4);

const bookshelf2 = new Bookshelf(150, 60, "Cherry Wood", 3);

const bookshelf3 = new Bookshelf(200, 70, "Laminate", 5);

console.log (“\*\* Bookshelf Details \*\*”);

console.log("Bookshelf 1:");

console.log(` Height (cm): ${bookshelf1.getHeightCm()}`);

console.log(` Width (cm): ${bookshelf1.getWidthCm()}`);

console.log(` Material: ${bookshelf1.getMaterial()}`);

console.log(` Number of shelves: ${bookshelf1.getNumberOfShelves()}`); console.log(` Total Price: $${bookshelf1.calculateTotalPrice()}`);

console.log("Bookshelf 2:");

console.log(` Height (cm): ${bookshelf2.getHeightCm()}`);

console.log(` Width (cm): ${bookshelf2.getWidthCm()}`);

console.log(` Material: ${bookshelf2.getMaterial()}`);   
console.log(` Number of shelves: ${bookshelf2.getNumberOfShelves()}`); console.log(` Total Price: $${bookshelf2.calculateTotalPrice()}`); console.log("Bookshelf 3:");

console.log(` Height (cm): ${bookshelf3.getHeightCm()}`);

console.log(` Width (cm): ${bookshelf3.getWidthCm()}`);

console.log(` Material: ${bookshelf3.getMaterial()}`);

End