

# LAB ASSIGNMENT 2

DUE TO NEXT LAB

1. Open the ***BookExercise*** project from chapter 02. Add two accessor methods to the class—`getAuthor` and `getTitle`—that return the `author` and `title` fields as their respective results. Test your class by creating some instances and calling the methods.
2. Add two methods, `printAuthor` and `printTitle`, to the Book class. These should print the `author` and `title` fields, respectively, to the terminal window.
3. Add a further field, `pages`, to the Book class to store the number of pages. This should be of type `int`, and its initial value should be passed to the single constructor, along with the `author` and `title` strings. Include an appropriate `getPages` accessor (getter) method for this field.
4. Add a method, `printDetails`, to the Book class. This should print details of the author, title, and pages to the terminal window. It is your choice how the details are formatted. You might want to include some explanatory text.
5. Add a further field, `refNumber`, to the Book class. This field can store a reference number for a library, for example. It should be of type `int` and initialized to zero in the constructor. Define a mutator (setter method) for it with the following signature:  
`public void setRefNumber(int ref)`  
The body of this method should assign the value of the

parameter to the `refNumber` field. Add the corresponding accessor `getRefNumber`.

6. Modify your `printDetails` method to include printing the reference number. However, the method should print the reference number only if it has been set. Hint: use a conditional (`if / else`)!
7. Modify your `setRefNumber` mutator so that it sets the `refNumber` field only if the parameter is an `int` greater than 10. If it is less, then print an error message and leave the field unchanged.
8. Is there a method to find out the number of letters of the field `title`? Hint: look at the type and it's possibilities.