Create a class Book which contains four members: name, author, price, num pages Include a constructor to let the values for the members Include motheds to set and get the details of the objects Include a to String() nethod that could display the complete details of the book Dehelop a Java program to create a book objects import java util , Scanner, class Book & 1 String 1 name: String author; int price int numbages BOXX Book (String name, String author, int price, int numbers) 2 this name = name; this author = author; this price = price; this numbages = numbages; return nameStr+ authorStr + priceStr + numlagestr.

11 Arrays are always declareass AND IN BOOKS = public class Main & ... Scanner S= new Scanner (System.in).

int n= S. nextInt() they was not usly to deliver of Book [] books = new Book []; fron (inti=0; ixn, itt) System, out println "Enter details for book" + (in).
System. out println ("Enter Name: "); String name = s.nectline (); System out Println ("Enter author: ") String author = s. next Line(); Gystem. out. println ("Enter price:").

6 int + price = SinertInt(); System out println ("Enter number of pages")
int numbages = S. next Int(); books Ci I - new Book (name, author, price System out println (Book" + (i+1) + books; Mary mantant total man water

11 Arrays are always declared as Archite 11 Bake I books = 11 clas [] abj = public class Main @ & ¿ Public static roid main (Strings [] orgs ¿ Scanner s= new Scanner (System.in). int n= s. nextInt(); Book [] books - new Book []; from (inti=0; ixn, itt) System out println "Enter details for book" + (it) System out println ("Enter Name: "); String name = sine (); System out Println ("Enter author:"); String author = s. neat Line); System. out. println ("Enter price:"). & into pried = sinestint(); System out printer ("Enter number of pages")
int numbages = S. next Int (); books [i] Thew Book (Name, author, price numfages). System-out println (" In Details of the books: ");

for (int i=0 pi < n, t+t) ":n"+

E System out println (Book" + (i+1) + books(i))

2 the manual tack the

