

### Lab 3:

Create a class Book which contains four members: name, author, price, num\_pages. Include a constructor to set the values for the members. Include methods to set and get the details of the objects. Include a toString( ) method that could display the complete details of the book. Develop a Java program to create n book objects.

```
import java.util.*;
```

```
class book{
```

```
    String booktitle;
```

```
    String author;
```

```
    int no_of_pages;
```

```
    double price;
```

```
    Scanner sc = new Scanner(System.in);
```

```
    book(){
```

```
        System.out.print("Enter book title:");
```

```
        booktitle = sc.nextLine();
```

```
        System.out.print("Enter author name:");
```

```
        author = sc.nextLine();
```

```
        System.out.print("Enter price:");
```

```
        price = sc.nextDouble();
```

```
        System.out.print("Enter no of pages:");
```

```
        no_of_pages = sc.nextInt();
```

```
    }
```

```
    public String toString(){
```

```
        return("Book name =" + booktitle + " Author =" + author + " Price =" + price + " Pages =" + no_of_pages);
```

```
    }
```

```
}
```

```
class Books{
```

```
    public static void main(String[] args){
```

```
        int n,i;
```

```
        Scanner in = new Scanner(System.in);
```

```
        System.out.print("Enter number of books ");
```

```
        n = in.nextInt();
```

```

    book[] b = new book[n];

    for(i = 0;i < n;i++)
    {
        System.out.println("Enter details of Book "+(i+1));

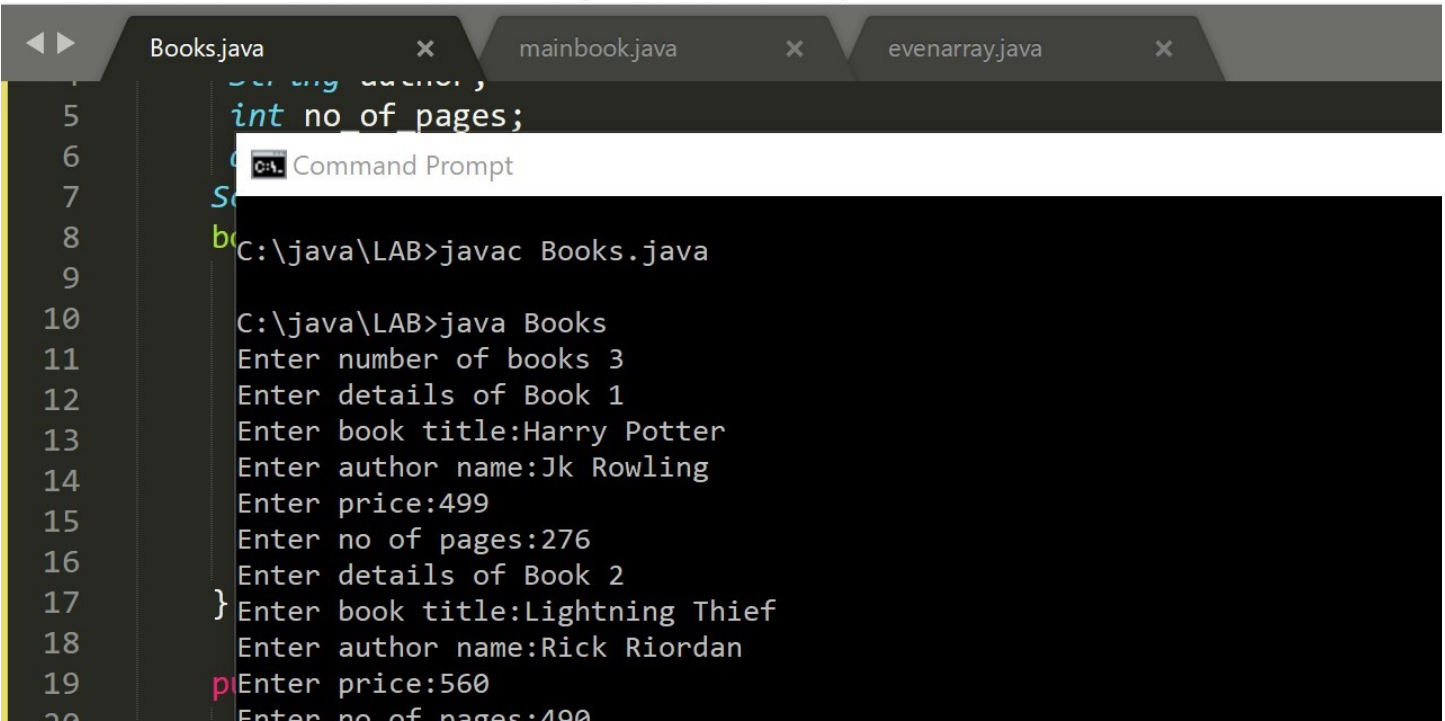
        b[i] = new book();
    }

    for(i = 0;i < n;i++)
    {
        System.out.println(b[i]);
    }
}
}

```

 C:\java\LAB\Books.java (covid 19) - Sublime Text (UNREGISTERED)

File Edit Selection Find View Goto Tools Project Preferences Help



The screenshot shows the Sublime Text editor with three tabs: Books.java, mainbook.java, and evenarray.java. The Books.java tab is active, displaying a Java program. A Command Prompt window is overlaid on the editor, showing the execution of the program. The program prompts the user to enter the number of books (3), and then for each book, it prompts for the title, author name, price, and number of pages. The user has entered details for three books: Harry Potter by Jk Rowling (price 499, pages 276), Lightning Thief by Rick Riordan (price 560, pages 490), and a third book with no details entered yet.

```

5      int no of pages;
6
7      Scanner sc = new Scanner(System.in);
8      book[] b = new book[n];
9
10     C:\java\LAB>javac Books.java
11
12     C:\java\LAB>java Books
13     Enter number of books 3
14     Enter details of Book 1
15     Enter book title:Harry Potter
16     Enter author name:Jk Rowling
17     Enter price:499
18     Enter no of pages:276
19     Enter details of Book 2
20     Enter book title:Lightning Thief
21     Enter author name:Rick Riordan
22     Enter price:560
23     Enter no of pages:490

```