Java module 3

Exercises Day 1 (A)

1 - Classes and Objects	Create the class Book
Instructions	We will create a program to manage a library. Step 1: Create the Book class with its properties. Add at least properties to store: ● The title of the book. ● The author of the book. ● The ISBN number of the book.

2 - Classes and Objects	Adding methods
Instructions	Let's continue creating the program to manage a library. Step 1: Create the constructor method for the Book class created in the previous exercise. Step 2: Create a main library class from where the Bookkeeper is able to add a book to the system. Step 3: Run the program and take a look at the object that was created using the debugger.

Expected output	Book name:
	>>> Harry Potter
	Book author:
	>>> J. K. Rowling
	Book ISBN:
	>>> 978-0590353427
	The book was added.

3 - Classes and Objects	Adding methods
Instructions	Let's continue creating the program to manage a library. Step 1: Modify all properties of the Book class to be private. Create getter and setter methods for each property. Step 2: Create a method called "print" for the Book class that will print the book information with the following format: **Book title by Book author. ISBN: isbn-number.** Step 3: Update the main library program such that it will print the book

	information after adding it.

Expected output	Book name:
	>>> Harry Potter
	Book author:
	>>> J. K. Rowling
	Book ISBN:
	>>> 978-0590353427
	The book was added. Book information: Harry Potter by J. K. Rowling. ISBN: 978-0590353427.