late Perogram - 3 class Book t String name i String authoris sloat Pouce if Theres int num- pages; BOOK () Book Estering name Storing author, int point int num- pages) this name = name ; this author = outhor; this . price = price; This. num-pages- rum-pages; soid Lisplay Scanner int = new Scanner Csystem in System out - Paintln (Enter name of les name = inp. rest (): System: out pointly (" Enter touther il "Hood to author - hop next ()

```
System. Out, printly (Enter the Paine of look!);

System. out, printly ("Enter number of pages of look!);

clanck");
    num-pages=inp. nextInt ();
Public String to String ()
gieturin ("Namo: "trame + "In" + " A wthog: "
          + author + " \n" + "Paine + " + Paine + " \n" +

Number of Pages: " + num pages );
Class BookMain &
   Public static Isid main Steing args []
    System. Out. pointln lu Enter the rumber of
      Jooks");
  int n=a. next Int ();
  Book. b[]=new look[N];
 for Circl i = 0; i<n; i++)
     · p [ i ] = reus Josep ():
```

Systemout pointly C" Enter the details + (in)+ loooks!); b CiJ. display (); Jor (int, i=0; i<0; i++) . System, out. printly ("Datails of look"; (i)) System out Pointln (15 [1])

```
C:\Users\Admin\ja>java BookMain
Enter the number of books:
2
Enter the details of 1 book
Enter name of book:
book1
Enter author of book:
nmn
Enter price of book:
1234
Enter number of pages of book:
123456
Enter the details of 2 book
Enter name of book:
book2
Enter author of book:
nmnb
Enter price of book:
12345
Enter number of pages of book:
5432
Details of book 1
Name: book1
Author: nmn
Price: 1234.0
Number of pages: 123456
Details of book 2
Name: book2
Author: nmnb
Price: 12345.0
Number of pages: 5432
```