

Week 4/Lab-2

Extra Programs

1. Develop a Java program to create a class Player with variables id, name, scores, no_matches_played with default access specifier. Include the following:

a. Constructors

b. appropriate methods that calculates the average scores of the player and displays the same.

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

```
class book
```

```
{
```

```
    int bookid;
```

```
    String booktitle;
```

```
    int no_of_pages;
```

```
    int year_of_pub;
```

```
    String author;
```

```
    String publisher;
```

```
    float price;
```

```
    void input()
```

```
    {
```

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

```
        Scanner in1=new Scanner(System.in);
```

```
        System.out.print("Enter Book ID : ");
```

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

```
        System.out.print("Enter Book Title : ");
```

```
        booktitle = in1.nextLine();
```

```
        System.out.print("Enter Number of pages in the book : ");
```

```

        no_of_pages = in.nextInt();

        System.out.print("Enter Year of Publication : ");

        year_of_pub= in.nextInt();

        System.out.print("Enter Name of the Author : ");

        author = in1.nextLine();

        System.out.print("Enter Name of the Publisher : ");

        publisher = in1.nextLine();

        System.out.print("Enter Price of the Book : ");

        price = in.nextFloat();

    }

    void display()

    {

        System.out.println("Book ID : " + bookid);

        System.out.println("Book Title : " + booktitle);

        System.out.println("Number of pages in the book : " + no_of_pages);

        System.out.println("Year of publication : " + year_of_pub);

        System.out.println("Name of the Author : " + author);

        System.out.println("Name of the Publisher : " + publisher);

        System.out.println("Price of the book : " + price);

    }

    void auth(book b1,book b2,book b3,String a)

    {

        if(b1.author.equals(a))

        {System.out.println("aadad");}

    }

}

class bookmain

{

```

```
public static void main(String[] args)
{
    book b1=new book();
    book b2=new book();
    book b3=new book();
    System.out.println("\nEnter book 1 details\n");
    b1.input();
    System.out.println("\nEnter book 2 details\n");
    b2.input();
    System.out.println("\nEnter book 3 details\n");
    b3.input();
    System.out.println("\nBook 1: \n");
    b1.display();
    System.out.println("\nBook 2: \n");
    b2.display();
    System.out.println("\nBook 3: \n");
    b3.display();

}
}
```

```
C:\Users\RAJ\Desktop\c prog\Java\Week 3>javac mainplayer.java
C:\Users\RAJ\Desktop\c prog\Java\Week 3>java mainplayer

//Player 1
Enter Id
1
Enter Name
SHash
Enter no.of matches
2
Enter Scores
100
99

//Player 2
Enter Id
2
Enter Name
aloo
Enter no.of matches
3
Enter Scores
100
99
98

Player 1 has greater Average
Id: 1
Name: SHash
No. of matches played: 2
Score:100
Score:99
Average: 99.5

C:\Users\RAJ\Desktop\c prog\Java\Week 3>
```