

LAB PROGRAM-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 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 BOOKS
```

```
{  
    String name, author;  
    double price;  
    int num-pages;
```

```
    public BOOKS()  
{  
    this.name = " ";  
    this.author = " ";  
    this.price = 0.0;  
    this.num-pages = 0;  
}
```

```
    public void DETAILS()  
{
```

```
    Scanner ob = new Scanner(System.in);  
    System.out.println("ENTER THE NAME OF THE BOOK\n");  
    name = ob.nextLine();  
    System.out.println("ENTER THE NAME OF THE AUTHOR");  
    author = ob.nextLine();  
    System.out.println("ENTER THE PRICE OF THE BOOK");  
    price = ob.nextDouble();  
    System.out.println("ENTER THE NUMBER OF PAGES OF THE BOOK");  
    num-pages = ob.nextInt();  
}
```

```
public void ToString()  
{  
    System.out.println("---- DETAILS OF THE BOOK ----");  
    System.out.println("NAME OF THE BOOK: "+name);  
    System.out.println("NAME OF THE AUTHOR: "+author);  
    System.out.println("PRICE OF THE BOOK: "+price);  
    System.out.println("NO. OF PAGES OF THE BOOK: "+num-pages);  
}
```

```
public static void main(String args[])  
{  
    int i=0,n;  
    BOOKS obj = new BOOKS();  
    Scanner ob1 = new Scanner(System.in);  
    System.out.println("ENTER THE NUMBER OF BOOKS");  
    n = ob1.nextInt();  
    for (i=1; i<=n; i++)  
    {  
        obj.DETAILS();  
        obj.ToString();  
    }  
}
```