**CLASS VARIABLES**

The Class variables for this program mostly consist of arrays along with a few primitive data types.

* **String [] Fiction**
* **double [] PrFic**
* **String [] Sciencef**
* **double [] PrScifi**
* **String [] Historicalf**
* **double [] PrHisf**
* **String [] MDCrime**
* **double [] PrCri**
* **String [] Horror**
* **double [] PrHor**
* **String [] Fantasy**
* **double [] PrFant**
* **String [] Mythology**
* **double [] PrMyth**
* **String [] Romance**
* **double [] PrRom**
* **String [] Classics**
* **double [] PrClas**
* **String [] Comics**
* **double [] PrCom**
* **String [] SHumour**
* **double [] PrHum**
* **String [] MBiography**
* **double [] PrMB**
* **String [] Poetry**
* **double [] PrPoe**
* **String [] Science**
* **double [] PrSci**
* **String [] BFEconomics**
* **double [] PrBFE**
* **String [] SPhilosophy**
* **double [] PrSP**
* **String [] Religion**
* **double [] PrReli**
* **String [] AgathaC**
* **double [] PrAC**
* **String [] CharlesD**
* **double [] PrCD**
* **String [] DanB**
* **double [] PrDB**
* **String [] Suess**
* **double [] PrSu**
* **String [] EoinC**
* **double [] PrEC**
* **String [] IsaacA**
* **double [] PrIA**
* **String [] JeanS**
* **double [] PrJS**
* **String [] MegC**
* **double [] PrMC**
* **String [] RoaldD**
* **double [] PrRD**
* **String [] Shakespeare**
* **double [] PrSh**

The above arrays are used to store all the book titles and prices according to each genre or author that the user chose.

* **int book**: This variable is used to input the user’s choice of book by means of a number.
* **int l**: This variable is the loop variable for the ‘for’ loop that encompasses the entire program.
* **int con**: This variable is used for branching statements that involve the user’s input.
* **String Book**: This variable is used to store the chosen book title and add it to an array.
* **double Price**: This variable is used to store the chosen book’s price and add it to array.
* **double gp**: This variable defines the price for gift wrapping the delivery and is dependent upon user’s input.
* **double budget**: This variable holds the budget limit that is inputted by the user.
* **int nob**: This variable stores the number of copies for every chosen book. It is inputted by the user.
* **String [] Purchase**: This array stores all the books chosen by the user for purchase. It is filled with the varying values of the String ‘Book’.
* **double [] Bill**: This array stores all the prices of the books chosen by the user for purchase. It is filled with the varying values of the double variable ‘Price’.