

WEEK - 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 methods to set and get the details of the objects. Include a toString() method that could display the complete details of the book. Develop a Java program to create n book objects.

CODE :

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

class Book
{

    String name,author; int price,num_pages;

    void getval()
    {

        Scanner sc=new Scanner(System.in);
        System.out.println("Enter book name");
        name=sc.next();
        System.out.println("Enter author name");
        author=sc.next();
        System.out.println("Enter price ");
        price=sc.nextInt();
        System.out.println("Enter No. of pages");
        num_pages=sc.nextInt();
    }

    public String toString()
    {
        return name+" "+author+" "+price+" "+num_pages+" ";
    }

    void display(Book o)
    {
```

```
System.out.println(o);  
}  
}
```

```
class Bookvck  
{  
    public static void main(String args[])  
    {  
        Scanner in=new Scanner(System.in);  
  
        System.out.println("Enter the no. of book objects");  
        int n=in.nextInt();  
  
        Book[] ob=new Book[n];  
        for(int i=0;i<n;i++)  
            ob[i]=new Book();  
        for(int i=0;i<n;i++)  
            { ob[i].getval();}  
        for(int i=0;i<n;i++)  
            { ob[i].display(ob[i]);}  
    }  
}
```

OUTPUT:

```
C:\Users\Admin\Desktop\cs255>javac Bookvck.java

C:\Users\Admin\Desktop\cs255>java Bookvck
Enter the no. of book objects
4
Enter book name
abc
Enter author name
tom
Enter price
100
Enter No. of pages
600
Enter book name
xyz
Enter author name
sam
Enter price
500
Enter No. of pages
400
Enter book name
pjo
Enter author name
rick
Enter price
300
Enter No. of pages
900
Enter book name
haikyuu
Enter author name
furudate
Enter price
700
Enter No. of pages
1000
abc tom 100 600
xyz sam 500 400
pjo rick 300 900
haikyuu furudate 700 1000

C:\Users\Admin\Desktop\cs255>
```