

JAVA LAB WEEK-4 (29/3/2022) Exercises

1. Create class called LibraryMember whose data members are: name(String), membershipno(int), membershipfee(double) and numberOfBooks(int). The methods are constructor with three arguments (numberOfBooks will be initialised to 0), default constructor, getName() that returns the name. In TestLibrary, create objects and test the functions.

(5)

2. Include the following methods in the program 1:

void borrow(int n) that will increment the number of books when books issued. Ensure that any time the number of books borrowed cannot exceed five.

void return(int n) that will decrement the number of books when returned. (5)

3. Implement the following method in program 2:

void searchDetails(int) given the membershipno, it should print the details of the LibraryMember.

Ensure the membership number given to each LibraryMember is unique. (5)