1. Declare a Book class consist of the book title, number of pages, publisher, author .Those variables are private.

* Add functions to the class members in order to set and get the variables.
* Add a print function to print the book information all information (book title, number of pages, publisher, author)
* Add constructor:
  1. Constructor to set the **book pages** with a given value.

1. Write a class called CelsiustoFahrenheit that contains:

* tow private variables called :
* Celsius
* Fahrenheit
* the following methods:
* constructor : to initials all variables to zero
* readCelsius : that read the Celsius degree from the user
* toFahrenheit: convert the Celsius degree to Fahrenheit and store it in Fahrenheit variable hint f=((9.0/5.0)\*c+32)
* display : print the tow degrees
* write a test class to test your code

1. complete the program. You may need to make some changes in the code:

public class Dog {

private int age;

}

public class TEST {

public static void main(String[] args) {

//declare an abject of calss dog called woofy

// set Woofy’s age to 5

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}

1. Modify the following class so that the two instance variables are private and there is a

getter method and a setter method for each instance variable:

public class Player {

private String name;

private int score;

}