Q1 : Assume you have BookStore Class showed in UML Diagram[ 2 marks for each ]:

```java
class BookStore {
    String[] names;
    int[] price;
    int pages;
    int nbBook;

    BookStore(int size) {
        set size of arrays to size and nbBook to 0
    }

    boolean isFull() {
        return true if the book added or false if not.
    }

    boolean insert(String name, int price, int pages) {
        return true if the book added or false if not.
    }

    boolean delete(int index) {
        return true if the book added or false if not.
    }

    int countMore300Pages() {
        return true if the book added or false if not.
    }

    boolean updatePrice(String name, int newPrice) {
        return true if the book added or false if not.
    }
}
```

Just Example:

<table>
<thead>
<tr>
<th>Names</th>
<th>Math</th>
<th>Java</th>
<th>History</th>
<th>Java</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>50</td>
<td>120</td>
<td>100</td>
<td>150</td>
</tr>
<tr>
<td>Pages</td>
<td>130</td>
<td>360</td>
<td>400</td>
<td>70</td>
</tr>
</tbody>
</table>

NbBook = 4
c) Write `delete` method that receive index of the book which will be deleted. (Check if index correct or not) and return `true` if deleted or `false` otherwise.

d) Write `countMore300Pages` method that will return number of book that has more than or equal 300 pages.
e) Write update price method that \textbf{add} \((x)\) to price of each book has name \((n)\). \((x)\) and \((n)\) will come as parameters. \textbf{Return} true if you update at least one book.

Q2) write main class that use BookStore Class[2 marks for each]:
   f) Create KSUBookStore with size 5.
   g) Insert 2 books. Information of these books \textbf{entered by user}.
   h) \textbf{Display} how many book +300 pages.

```java
import java.util.Scanner;

public class main {
    public static void main(String[] args) {
        Scanner read = new Scanner(System.in);

        // Code to be added here
    }
}
```