

Programming for Animation CA2

Workshop 5

Use a container class to model a book shelf, and create a book class where each book object is known by its title, author, and ISBN number.

1. Implement the above classes. Include all the necessary attributes and methods.
2. Write a program to test the above classes. You should be able to add and take away books. You should be able to query the shelf in a structured way. Books should be ordered using the their title number.