There is a bookstore with two activities: sell books to customers and order new books from publishers. Write classes to implement the activities.

There are three classes:
public class book: describes each type of book

Variables:
   private String bookname;
   private String author;
   private double price;
   private int number;

Methods:
   public book(String bn, String au, double p, int n): constructor
   public boolean out_b(int n): decreases number of copies of the book by n
       Note: if number < n, return false. Else return true.
   public void in_b(int n): increase the number of copies of the book by n
   public String get_bn(): get the bookname (title) of the book
   public void print_all(): print out all information about the book

public class bookstore: describe the sales and ordering

Variables:
   private book [] booklist = new book[10];
       Note: the store has at most 10 copies of a book
   private int used;
       This tells how many different book titles are in the store.

Methods:
   public bookstore(): constructor, initialize the bookstore
   public void sell(String bn, int n): sell n copies of book with title bn.
       If this succeeds, print out the information.
       If you can not find the book, print out: "we don’t have this book".
   public void order(String bn, String au, double p, int n):
       Order n copies of a book
   public void print_bs(): print out information for all books in store

Test class: this will be given to you