

How to Create the Class Book with the following attributes: Book ID, Title, Authors, Unit Price and print the current details of the book. Add a behavior to modify the price and display the updated book details. Display the total Amount to be paid for each Book, using unit price & 12% tax. Implement using OO concepts in c#

Answer

```
using System;
using System.Collections.Generic;

namespace _94235 {

    // Class Author
    public class Author {
        public string Name { get; set; }
    }

    // Class Book
    public class Book {
        private double Tax = 0.12;
        public int ID { get; set; }
        public string Title { get; set; }
        public ICollection<Author> Authors { get; set; }
        public double Price { get; set; }
        public Book(int ID, string Title, ICollection<Author> Authors, double Price) {
            this.ID = ID;
            this.Title = Title;
            this.Authors = Authors;
            this.Price = Price;
        }

        //Calculate total Amount with 12% tax
        public double CalculatePrice() {
            return Price * (1 + Tax);
        }
    }

    class Program {
        static void Main(string[] args) {
            // Init list of authors
            List<Author> authors = new List<Author>() { new Author { Name = "1" }, new Author { Name = "2" }, new
Author { Name = "3" } };
            // Create new book
            Book book = new Book(1, "a", authors, 12);
            // Change price
            book.Price = 15.1;
            // Show total Amount with 12% tax
            Console.WriteLine(book.CalculatePrice());
        }
    }
}
```