Similar to the **BankAccount** example, do the following:

1. Implement a **Book** class. A book object should keep track of the following information: book’s name, book’s isbn, number of pages in the book, and whether the book is on loan.

2. Write a method named **display()** that prints out the book’s information.

3. Write a constructor that takes as parameters all the information necessary to be able to construct a book object.

4. Write a **Test** class with a **main** method that creates three **Book** objects. Then call their **display()** methods to print their information.

5. Implement a **Library** class. A library object keeps track of the following information: library’s name, library’s city, and library’s phone number.

6. Write a constructor in the Library class. The constructor takes as parameter all the information needed to be able to create a library object.

7. Modify the Book class to include a reference to the library the book belongs to. Also modify the **display()** method to print library’s name when displaying a book. You will also need to modify the constructor to take an additional parameter: the Library.

8. Modify the main method to create two Library objects. Associate books with libraries. Again, display their information.

9. Play with the code. Do various things. Make yourself comfortable about how objects work.