

1. A library management system needs to display a welcome message when users open the system. Create a `Library` class with a static method `displayWelcomeMessage()` that prints:
`"""Welcome to the Library Management System!"""`
2. A software company wants to ensure all employees are aware of its policies. Create a `Company` class with a static method `printCompanyPolicy()` that prints a predefined policy message.
3. A mobile application needs to show the current app version when it launches. Implement an `App` class with a static method `showAppVersion()`, which prints:
`"""App Version: 2.5.1"""`
4. A retail store wants to provide general store information to customers. Implement a `Store` class with the following static methods:
 - `displayStoreHours()`: Prints store hours (e.g., `"""Store Hours: 9 AM - 9 PM"""`)
 - `displayStoreAddress()`: Prints the store address (e.g., `"""Store Address: 123 Main Street, NY"""`)Both methods should be called from the `main` method to simulate a store information display.
5. A game needs to display necessary information before starting. Implement a `Game` class with these static methods:
 - `showGameTitle()`: Prints the game title (e.g., `"""Welcome to Adventure Quest!"""`)
 - `showGameRules()`: Prints basic rules (e.g., `"""Rules: 1. Collect coins 2. Avoid obstacles 3. Reach the goal"""`)
 - `showLoadingScreen()`: Prints a loading message (e.g., `"""Loading game... Please wait"""`)All methods should be called sequentially from the `main` method to simulate a game startup process.