

3. Book Class

In a peaceful village nestled amidst a picturesque landscape, there was a cozy library called "Book Haven." The library had an extensive collection of books covering various genres, including fantasy, romance, and mystery. Each book had a title, author, genre, and a flag indicating whether it was available for borrowing.

Design a Python class named **Book** that represents a book in the library. Include appropriate attributes to store the title, author, genre, and availability of the book. Necessarily, define an instance method called "borrow()" that changes the availability flag of the book when it is borrowed by someone.