```
Aietibar eabd alamer
Grub:B2
using System;
using System.Collections.Generic;
class Book
{
  public string Title { get; set; }
  public string Author { get; set; }
  public bool IsAvailable { get; set; }
  public Book(string title, string author)
  {
    Title = title;
    Author = author;
    IsAvailable = true;
  }
}
class Library
{
  private List<Book> books = new List<Book>();
  public void AddBook(string title, string author)
  {
    Book newBook = new Book(title, author);
    books.Add(newBook);
    Console.WriteLine("Book added to the library: " + title + " by " + author);
```

```
}
public void SearchBookByTitle(string title)
  foreach (Book book in books)
  {
    if (book.Title.ToLower() == title.ToLower())
    {
      Console.WriteLine("Book found: " + book.Title + " by " + book.Author);
      return;
    }
  }
  Console.WriteLine("Book not found");
}
public void SearchBookByAuthor(string author)
  foreach (Book book in books)
    if (book.Author.ToLower() == author.ToLower())
    {
      Console.WriteLine("Book found: " + book.Title + " by " + book.Author);
      return;
    }
  Console.WriteLine("Book not found");
}
public void CheckBookAvailability(string title)
```

```
{
    foreach (Book book in books)
      if (book.Title.ToLower() == title.ToLower())
      {
        if (book.IsAvailable)
        {
           Console.WriteLine("Book is available");
        }
        else
           Console.WriteLine("Book is currently unavailable");
        }
        return;
      }
    Console.WriteLine("Book not found");
  }
}
class Program
{
  static void Main()
  {
    Library library = new Library();
    library.AddBook("The Great Gatsby", "F. Scott Fitzgerald");
    library.AddBook("To Kill a Mockingbird", "Harper Lee");
    library.AddBook("1984", "George Orwell");
```

```
library.SearchBookByTitle("The Great Gatsby");
library.SearchBookByAuthor("Harper Lee");
library.CheckBookAvailability("1984");
}
```