**Question:**  
You are asked to design a **Hospital Management System** in C#. The system should demonstrate the four main OOP principles:

1. **Encapsulation** – Patient details (name, age, disease, medical history) must be stored securely and only accessible through proper methods.
2. **Inheritance** – Different types of staff such as **Doctor**, **Nurse**, and **Receptionist** should inherit from a common **Staff** class.
3. **Abstraction** – Define an abstract class **Appointment** with a method ScheduleAppointment() that must be implemented differently for **OnlineAppointment** and **OfflineAppointment**.
4. **Polymorphism** – Implement a method CalculateSalary() in the **Staff** class that is overridden in **Doctor**, **Nurse**, and **Receptionist** classes with different salary calculation logic.