**1. Define and Use a Simple Struct**  
Create a struct named Book with the following properties:

* Title (string)
* Author (string)
* Price (double)

Write a program that:

* Creates an array of 3 books.
* Accepts user input to populate book details.
* Displays the book information.

**2. Struct with a Method**  
Create a struct Rectangle with:

* Fields: Length and Width (both double).
* A method GetArea() that returns the area of the rectangle.

In the Main() method:

* Accept Length and Width from the user.
* Create a Rectangle instance and calculate its area.
* Print the area.

**3. Struct with Constructor**  
Define a struct Employee with:

* Fields: ID (int), Name (string), Salary (double).
* A constructor to initialize the fields.

In Main():

* Create an array of employees.
* Accept user input for 3 employees.
* Display their details.

**4. Array of Structs with Sorting**  
Define a struct Student with:

* Fields: RollNumber (int), Name (string), Marks (double).

In Main():

* Accept details for 5 students.
* Sort students based on Marks in descending order.
* Display the sorted list.

**5. Nested Structs**  
Create a struct Company containing:

* A nested struct Department with DeptName (string) and Manager (string).
* Fields: CompanyName (string) and Dept (of type Department).

In Main():

* Accept company and department details from the user.
* Display the details.