Develop a console application in C# to practice and understand Object-Oriented Programming (OOP), inheritance, and polymorphism. The application will simulate a basic vehicle management system.

Requirements:

1. **Base Class - Vehicle:**
   * Properties: **Make**, **Model**, **Year**
   * Method: **DisplayInformation()** (prints the vehicle's make, model, and year)
2. **Derived Classes - Implement three levels of inheritance:**
   * Level 1: **Car** (inherits from **Vehicle**)
   * Level 2: **ElectricCar** and **GasolineCar** (inherit from **Car**)
   * Level 3: Specific models, e.g., **TeslaModelS** (inherits from **ElectricCar**), **FordMustang** (inherits from **GasolineCar**)
3. **Polymorphism:**
   * Override the **DisplayInformation()** method in derived classes to include specific details (e.g., battery capacity for electric cars, engine type for gasoline cars).

Instructions:

1. Create the **Vehicle** base class with the required properties and method.
2. Implement the derived classes, ensuring each level properly inherits from its parent and adds relevant properties.
3. Override the **DisplayInformation()** method in derived classes to display detailed information.
4. In the **Main** method:
   * Instantiate objects of the specific vehicle classes.
   * Demonstrate polymorphism by calling the **DisplayInformation()** method on these objects.

Task:

* Complete the implementation of all classes, adding any necessary properties.
* Ensure polymorphism is demonstrated through the **DisplayInformation()** method.
* In **Main**, instantiate several vehicles and display their information to showcase inheritance and polymorphism.