Create a C# console application that demonstrates interfaces in an app for college / Univeristy 'Library' environment.

Create an application that models a library. The library has different types of items such as books, DVDs, and CDs. Your task is to create interfaces and classes that represent these items, and implement methods that are appropriate for each item.

**Part 1: Create Interfaces**

First, create the following interfaces:

* **ILoanable**: defines the properties and methods that an item that can be borrowed should have. This should include properties such as **LoanPeriod** and **Borrower**, as well as methods such as **Borrow** and **Return**.
* **IPrintable**: defines the method **Print**, which should print out information about the item.

**Part 2: Create Classes**

Next, create classes that implement the **ILoanable** and **IPrintable** interfaces for the following types of items:

* **Book**: has properties such as **Author**, **Title**, and **ISBN**, and should be loanable for 21 days.
* **DVD**: has properties such as **Director**, **Title**, and **LengthInMinutes**, and should be loanable for 7 days.
* **CD**: has properties such as **Artist**, **Title**, and **NumberOfTracks**, and should be loanable for 14 days.

Each class should implement the **ILoanable** and **IPrintable** interfaces in a way that is appropriate for that item.

**Part 3: Test Your Implementation**

This **Main()** method creates objects of the **CD**, **DVD**, and **Book** classes and sets their properties to some example values. It then calls the **Print()** method on each object to display information about it. Invoke other methods such as Borrow() and Return() on applicable objects.