

Payoda-Phase2 - Day07

c#

- In c# We have created a program in **OOPS concept** using **inheritance and polymorphism**.
- In that we have created **2 classes** named **Book and Library**.
- In that we have created an **interface** named **ILendable**.
- In this we can perform **borrowing book,returning book** and **display** the set of books available.

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace Tasks
8 {
9     internal class Book : ILendable
10     {
11         private readonly int book_id;
12         private string? title;
13         private string? author;
14         private bool isAvailable;
15
16         public Book(int book_id, string? title, string? author, bool isAvailable)
17         {
18             this.book_id = book_id;
19             this.title = title;
20             this.author = author;
21             this.isAvailable = isAvailable;
22         }
23     }
24 }
```

Choose the option
1.Borrow Book
2.Return Book
3.Display Books
4.Exit
1
Enter the title of the book to borrow
Onepiece
Onepiece
Borrowed
Choose the option
1.Borrow Book
2.Return Book
3.Display Books
4.Exit
3
Title :OnePiece Author : Harsha Availablity False
Title :Naruto Author :Mugesh Availablity False
Title :Cricket Author :Virat Availablity False
Title :Harry potter Author :Harry Availablity True
Choose the option
1.Borrow Book
2.Return Book
3.Display Books
4.Exit

