

## 1 Library Management System

- Create a class `LibraryItem` with attributes `title` and `year`.
- Create subclasses `Book` (with `author`) and `DVD` (with `duration`).
- Implement a method `get_info()` in each class to return formatted information.
- Demonstrate polymorphism by storing both books and DVDs in a single list and printing their details.

## 2 E-commerce Product Inheritance

- Create a parent class `Product` with attributes `name` and `price`.
- Create subclasses `Electronics` (with `warranty`) and `Clothing` (with `size`).
- Override a method `product_details()` in each subclass.
- Write code that takes a list of products and prints details polymorphically.

## 3. Banking System with Polymorphism

- Create an abstract class `Account` with attributes `account_number` and `balance`.
- Define abstract methods `deposit()` and `withdraw()`.
- Implement subclasses `SavingsAccount` and `CurrentAccount` with different withdrawal rules (e.g., savings cannot go below 1000, current allows overdraft).
- Write a program to simulate deposits and withdrawals for multiple accounts using polymorphism.