**Problem 1 – Abstract Class + Multiple Interfaces**

**Requirements:**

* Create an **abstract class** Animal that contains:
  + Property: Name (string)
  + Abstract method: MakeSound()
  + Regular method: Eat() that prints "Animal is eating".
* Create an **interface** IMovable that contains:
  + Method: Move()
* Create another **interface** IFlyable that contains:
  + Method: Fly()
* Create a class Bird that **inherits** from Animal and **implements** IMovable and IFlyable:
  + Implement MakeSound() to print "Chirp Chirp".
  + Implement Move() to print "Bird is walking".
  + Implement Fly() to print "Bird is flying".
* In Main, create a Bird object and call all its methods.

**Problem 2 – Static Class with Static Constructor**

**Requirements:**

* Create a **static class** MathHelper that contains:
  + A **static constructor** that prints "MathHelper Initialized" when the class is used for the first time.
  + Method: Add(int a, int b) that returns the sum of the two numbers.
  + Method: Multiply(int a, int b) that returns the product of the two numbers.
  + Method: PrintMessage() that prints "Math Helper Ready".
* In Main, call all methods **without** creating an object.

**Problem 3 – Sealed Class**

**Requirements:**

* Create a class Person that contains:
  + Property: Name (string)
  + Method: Display() that prints "Person Name: " + Name
* Create a **sealed class** Student that inherits from Person and adds:
  + Property: Grade (string)
  + Override the Display() method to print both the name and grade.
* In Main, create a Student object and call Display().

**Problem 4 – Partial Class**

**Requirements:**

* Create a **partial class** Car:
  + **Part 1**: Contains properties Brand (string) and Model (string).
  + **Part 2**: Contains a method DisplayInfo() that prints the brand and model.
* In Main, create a Car object, set its properties, and display its details.