1. Create a class representing a bank account with a balance property. Implement a property validation that prevents the balance from going negative.

2. Write a class representing a car with properties for make, model, and year. Implement a property that returns the full car name (e.g., "Toyota Camry 2022").

3. Create a class representing a person with properties for first name and last name. Implement a property that returns the full name in uppercase.

4. Implement a property for a class representing a temperature in Celsius that converts the temperature to Fahrenheit when accessed.

5. Build a class representing a custom list and implement an indexer to access elements by index.

6. How can you use an indexer to create a simple stack data structure in C#?

7. Implement an indexer in a class representing a bookshelf that allows you to access books by title.

8. Create an enum representing the seasons and write a switch statement that prints a message based on the current season.

9. Implement an enum to represent different geometric shapes (e.g., Circle, Square, Triangle) and use it to calculate the area of a specific shape.

10. Create an enum with flags to represent the permission levels (Read, Write, Execute) of a file, and demonstrate how to combine these permissions for a user.