Library Management System

Create a scenario that models a **Library System** using ***interfaces*** and ***abstraction***.

Guidelines:

- Create an interface defining the basic functionalities of a **library item** – should contains **Title**, **Author**, and **Pages** properties(only getters) and **Display()** method.

- Then create an abstract class **implementing** common functionality for **library items**. Add a ***constructor*** that receives ***title***, ***author***, and ***pages*** as parameters.

- Create two classes – **Book** and **Magazine** that represent a specific library item and implement abstraction already defined.

- For Library System testing create a class **Library** that contains a collection of library **items**(List<?>) with possibility to add item by **AddItem(***{item}***)** and displays information about each item in the collection by **DisplayLibraryItems()** method.

At the end code bellow should work properly:

```
class Program
{
    static void Main(string[] args)
    {
        // Creating library items: book and magazine
        Book myBook = new Book("The Hobbit", "J.R.R. Tolkien", 300);
        Magazine myMagazine = new Magazine("National Geographic", "Various", 100);

        // Creating a library and adding items to it
        Library myLibrary = new Library();
        myLibrary.AddItem(myBook);
        myLibrary.AddItem(myMagazine);

        // Displaying library items
        myLibrary.DisplayLibraryItems();

        Console.ReadKey();
    }
}
```