School Management System

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

Guidelines:

- Create an interface defining the basic functionalities of a **school member** – should contains **Name** and **Age** properties(only getters) and **Display()** method.

- Then create an abstract class **implementing** common functionality for **school members**. Add a ***constructor*** that receives ***name*** and ***age*** as parameters.

- Create two classes – **Student** and **Teacher** that represent a specific school member and implement abstraction already defined. Add **GradeLevel** property(only getter) for *Student* and **Subject** property for *Teacher*.

- For School System testing create a class **School** that contains a collection of school **members**(List<?>) with possibility to add member by **AddMember(***{member}***)** and displays information about each member in the collection by **DisplaySchoolMembers()** method.

At the end code bellow should work properly:

```
class Program
{
    static void Main(string[] args)
    {
        // Creating school members: student and teacher
        Student student = new Student("Alice", 15, 10);
        Teacher teacher = new Teacher("Mr. Smith", 40, "Mathematics");

        // Creating a school and adding members to it
        School mySchool = new School();
        mySchool.AddMember(student);
        mySchool.AddMember(teacher);

        // Displaying school members
        mySchool.DisplaySchoolMembers();

        Console.ReadKey();
    }
}
```