1. The Author class with properties Name and LastName (with private set; values ​​are specified in the constructor), and also by the ToString () method, which is returned by the string with the name and surname.

The Book class with properties Author, Name, and Text (with a private set), and also the ToString () method, which returns a string with the name of the book and the author. Use the ToString () method of the Author class.

Class Library, which contains a collection of Books objects of the type Book.

In Main speak the Library and several books, then bypass the collection of Books, you bring out each item in the console in the console.

2. Create:

The IInput interface with the GetInput () method. Realization - Keyboard, Mouse, Joystick;

IDisplay interface with Display () method. Realization - BuiltInDisplay, ExternalDisplay, Projector;

IProcessor Interface with Process () method. Implementation - ArmProcessor, Amd64Processor;

The Computer class, which contains private fields of type IInput, IDisplay, IProcessor (which are specified in the constructor), and the method Work () method, which in turn calls the methods GetInput (), Process () and Display ().

In Main() create multiple instances of Computer.

Note: As a method implementation, you can simply output a certain ribbon to the console. Important hierarchy of classes, not realization.

3. Create:

- GasCooktop

- ElectricCooktop

- GasOven

- ElectricOven

- GasStove (stove has a surface and oven)

- ElectricStove

In the cooking surface should be Cook (), oven - Bake (), in the stove - both.

Create necessary interfaces and implement them.

Note: As a method implementation, you can simply output a certain ribbon to the console. Important hierarchy of classes, not realization.