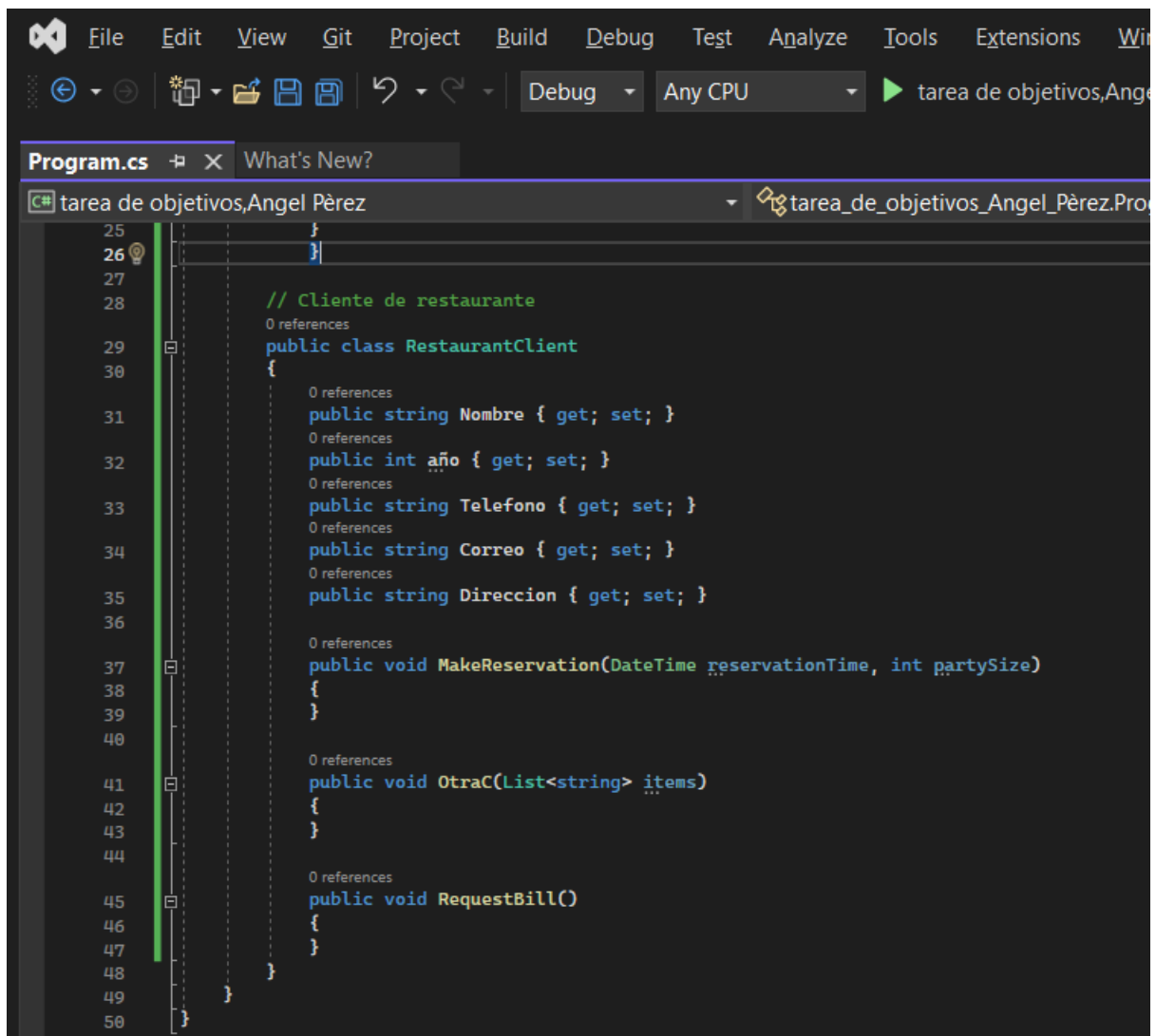


The image shows a screenshot of the Visual Studio IDE. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, and Extensions. Below the menu bar is a toolbar with icons for navigation and development. The main window displays a C# file named 'Program.cs' with the following code:

```
1 using System;
2 using System.Collections.Generic;
3
4 namespace tarea_de_objetivos_Angel_Perez
5 {
6     internal class Program
7     {
8         static void Main(string[] args)
9         {
10             public class LibraryBook
11             {
12                 public string Titulo { get; set; }
13                 public string Autor { get; set; }
14                 public int Año { get; set; }
15                 public string Genero { get; set; }
16                 public bool Validacion { get; set; }
17
18                 public void DisponibilidadLibro(string borrowerName)
19                 {
20                 }
21
22                 public void RegresarLibro()
23                 {
24                 }
25             }
26 }
```

The code is written in C# and defines a namespace 'tarea_de_objetivos_Angel_Perez'. Inside this namespace, there is an internal class 'Program' which contains a static method 'Main'. Within the 'Main' method, there is a public class 'LibraryBook'. This class has several properties: 'Titulo' (string), 'Autor' (string), 'Año' (int), 'Genero' (string), and 'Validacion' (bool), each with a getter and setter. Additionally, there are two methods: 'DisponibilidadLibro' (void) which takes a 'string borrowerName' parameter, and 'RegresarLibro' (void). The code is formatted with indentation and includes line numbers on the left side of the editor.



The image shows a screenshot of the Visual Studio IDE. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, and Windows. Below the menu bar is a toolbar with icons for navigation and development. The main window displays a C# file named 'Program.cs' with a tab titled 'What's New?'. The file is part of a project named 'tarea_de_objetivos_Angel_Perez'. The code defines a class 'RestaurantClient' with several properties and methods. The properties are 'Nombre', 'año', 'Telefono', 'Correo', and 'Direccion', all with 'get' and 'set' accessors. The methods are 'MakeReservation', 'OtraC', and 'RequestBill'. The code is written in a dark theme with syntax highlighting. The line numbers on the left range from 25 to 50.

```
25 }
26 }
27
28 // Cliente de restaurante
29 0 references
30 public class RestaurantClient
31 {
32     0 references
33     public string Nombre { get; set; }
34     0 references
35     public int año { get; set; }
36     0 references
37     public string Telefono { get; set; }
38     0 references
39     public string Correo { get; set; }
40     0 references
41     public string Direccion { get; set; }
42
43     0 references
44     public void MakeReservation(DateTime reservationTime, int partySize)
45     {
46     }
47
48     0 references
49     public void OtraC(List<string> items)
50     {
51     }
52
53     0 references
54     public void RequestBill()
55     {
56     }
57 }
```