Create a class structure to enable the following code to work.

    a. Starting code is provided.
    b. Add code to display output matching the expected output depending on menu selection
    c. Use Single Responsibility Principle and Loose Coupling among classes.
    d. Identify any SOLID or other OOP problems in the provided code and fix it

Starting Code

```
var draw = new Draw();
draw.Start();

class Draw
{
    ICanvas[] canvases = new
    {
       new Canvas { Title = "Building" },
       new Canvas { Title = "Paper" },
       new Canvas { Title = "Train" },
       new Canvas { Title = "Plane" },
       new Canvas { Title = "T-Shirt" }
    };

    public void Start()
    {
       IDrawTool selectedDrawTool = DrawToolFactory.Create();
       ICanvas selectedCanvas = canvases[0];

       do
       {
           Console.ClearScreen();
           Console.WriteLine("Draw Menu");
           Console.WriteLine("Change Surface, (1. Building, 2. Paper, 3. Train, 4. Plane, 5. T. Shirt");
           Console.WriteLine("Change Tool, (b. Brush, r. Roller, p. Pencil, n. Pen");
           Console.WriteLine("d. Draw");
           Console.WriteLine("u. Undo");

           Console.Write("Select a choice: ");
           var keyInfo = Console.ReadKey();

           if(keyInfo.KeyChar >= 'a' && keyInfo.KeyChar <= 'z')
               selectedDrawTool = DrawToolFactory.Create(keyInfo.KeyChar);
           else if(keyInfo.KeyChar >= '1' && keyInfo.KeyChar <= '5')
               selectedCamvas = DrawToolFactory.Create(keyInfo.KeyChar - 1);

           switch(keyInfo.KeyChar)
           {
               case 'd':
                   selectedCanvas.Draw(selectedDrawTool);
                   break;
               case 'u':
                   selectedCanvas.Undo();
                   break;
           }

       } while(true);
    }
}

// See next page for sample outputs expected
```

Starting Output

```
Draw Menu
Change Surface, (1. Building, 2. Paper, 3. Train, 4. Plane, 5. T. Shirt
Change Tool, (b. Brush, r. Roller, p. Pencil, n. Pen
d. Draw
u. Undo
Select a choice: _
```

Test User Inputs

```
d
Building Drawing using Brush
3
Train Canvas selected
P
Pencil Tool selected
d
Train Drawing using Pencil
```