**Assignment-4**

**Basic Classes and Objects**

**Question:** Create a Java program that models a **Library** system.

1. Define a book class with the following attributes:
   * Title (String)
   * Author (String)
   * Isbn (String)
   * isAvailable (boolean, default set to true)
2. Add methods to the book class:
   * A constructor to initialize the title, author, and ISBN.
   * A borrowBook method that sets isAvailable to false
   * A returnBook method that sets isAvailable to true
3. In the main method, create an array of three book objects and test borrowing and returning a book.

Write the Java code to implement this, including comments explaining each method and constructor.