**Polymorphism Assignment Submission**

using System;

// Define an interface named IQuittable

public interface IQuittable

{

void Quit(); // Declare a method called Quit()

}

// Define an employee class that implements the IQuittable interface

public class Employee : IQuittable

{

public string Name { get; set; } // Property to store employee name

// Implement the Quit method from IQuittable interface

public void Quit()

{

Console.WriteLine($"{Name} has quit the job.");

}

}

class Program

{

static void Main()

{

// Create an instance of Employee

Employee employee = new Employee { Name = "John Doe" };

// Use polymorphism: Assign Employee object to IQuittable interface type

IQuittable quittableEmployee = employee;

// Call the Quit method using the IQuittable interface reference

quittableEmployee.Quit();

// Prevent console from closing immediately

Console.ReadLine();

}

}