Module 12

```
class Book
    protected int _currentpage = 1;
    public void NextPage()
        _currentpage++;
    public string Describe() ⇒ $"Book current page = {_currentpage}";
class Newspaper
    private bool _isopen = true;
    protected int _currentpage = 1;
    public void NextPage()
        _currentpage++;
    public void Fold()
        _isopen = false;
    public string Describe() ⇒ $"Newspaper {(_isopen ? "is open" : "is folded")} and current page = {_currentpage}";
```

```
class LibraryItem
    protected int _currentpage = 1;
    public void NextPage()
        _currentpage++;
class Book : LibraryItem
    public string Describe() ⇒ $"Book current page = {_currentpage}";
class Newspaper : LibraryItem
    private bool _isopen = true;
    public void Fold()
        _isopen = false;
    public string Describe() ⇒ $"Newspaper {(_isopen ? "is open" : "is folded")} and current page = {_currentpage}";
```

```
abstract class LibraryItem
    protected int _currentpage = 1;
   public void NextPage()
       _currentpage++;
   abstract) public string Describe();
class Book : LibraryItem
    public(override) string Describe() ⇒ $"Book current page = {_currentpage}";
class Newspaper : LibraryItem
   private bool _isopen = true;
   public void Fold()
       _isopen = false;
    public override string Describe() ⇒ $"Newspaper {(_isopen ? "is open" : "is folded")} and current page = {_currentpage}";
```

```
abstract class LibraryItem
   protected int _currentpage = 1;
   public void NextPage()
       _currentpage++;
   abstract public string Describe();
class DvdMovie : LibraryItem
   public override string Describe() ⇒ $"I'm a DVD movie";
        var dvd = new DvdMovie();
        dvd.NextPage();
```