Problem: Create a program that models a simple library. The library contains books, which have a title, author, and year of publication. Users can borrow books, and each book can be in one of three states: available, borrowed, or overdue. Implement the following functionalities:

1. Define a struct `Book` with fields for the title, author, and year of publication.
2. Define an enum `BookStatus` with variants for the three states: `Available`, `Borrowed`, and `Overdue`.
3. Implement a function `borrow_book` that takes a mutable reference to a book and changes its status to `Borrowed`.
4. Implement a function `return_book` that takes a mutable reference to a book and changes its status to `Available`.
5. Implement a function `is_overdue` that takes a reference to a book and returns `true` if the book is overdue (status is `Overdue`), and `false` otherwise.
6. Create a few book instances and test the functions by borrowing and returning books, and checking if they are overdue.