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1)Task

Create a C# program to model a simple Library Management System in continuation to the previous assignment, using classes, objects, and interfaces to demonstrate polymorphism. Design classes for "Book" and "Library"

OUTPUT:

```
4.Exit
1
Enter the title of the book to borrow
secret
secret
Book not Available
Choose the option
1.Borrow Book
2.Return Book
3.Display Books
4.Exit
2
Enter the title of the book to return
secret
Choose the option
1.Borrow Book
2.Return Book
3.Display Books
4.Exit
3
Title :Revolution 2020 Author : chetan bhagat Availablity True
Title :Calpa mia Author :john Availablity True
Title :WorldWarI Author :genie Availablity False
Title :harry potter Author :suriya Availablity True
Choose the option
1.Borrow Book
2.Return Book
3.Display Books
4.Exit
```