Lab Task #4

1. Create a Book class: Implement a class called `Book` with properties for `Title`, `Author`, `Year`, and `ISBN`. (1)

2. Create a BookManager class: Implement a class called `BookManager` with methods to add a book, find a book by title, update a book's information, delete a book, and get all books. (2)

3. AddBook: Write a method in `BookManager` to add a new book to the list of books. (2)

4. FindBookByTitle: Write a method in `BookManager` to find a book by its title and return its information. (2)

5. UpdateBook: Write a method in `BookManager` to update the information of a book. (3)

6. DeleteBook: Write a method in `BookManager` to delete a book from the list of books. (2)

7. Get All Books: Write a method in `BookManager` to return a list of all books. (2)

8. Main Method: Write a `Main` method that provides a console-based menu to interact with the book management system. The menu should include options to add a book, view all books, search for a book by title, update a book's information, delete a book, and exit the program. The program should continue running until the user chooses to exit. (2)

9. Input validation: Ensure that the program handles input validation, such as validating user input for book information and handling invalid inputs gracefully. (2)

10. Testing: Test the program by adding, updating, and deleting books, and verify that the book management operations work as expected. (2)