Design a **University Management System** using OOP in C#.

1. Create an abstract class Person with fields id, fullName, and age.
   * Use encapsulation with **properties** (some auto-properties, some full properties).
   * Add a method DisplayInfo() that will be overridden by derived classes.
2. Create two classes Student and Professor that inherit from Person.
   * Student has extra fields: major, gpa.
   * Professor has extra fields: department, salary.
   * Override DisplayInfo() to show different info for Student and Professor.
3. Add **method overloading**:
   * In Student, create a method RegisterCourse(string courseName) and another RegisterCourse(string courseName, int credits).
4. Create an interface ITeacher with a method TeachCourse(string courseName).
   * Make Professor implement this interface.
5. In Main, create objects of Student and Professor, call their methods, and show **polymorphism** using a Person reference that points to Student or Professor.