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using System;
using System.Collections.Generic;

// Define the IStudent interface
public interface IStudent
{
    void AddStudent(string name, int rollNo);
    void DisplayStudents();
}

// Define the ICourse interface
public interface ICourse
{
    void EnrollStudent(int rollNo, string courseName);
}

// Define the Student class
public class Student
{
    public int RollNo { get; set; }
    public string Name { get; set; }
    public string CourseName { get; set; }
}

// Implement the interfaces in the StudentCourse class
public class StudentCourse : IStudent, ICourse
{
    private List<Student> studentRecords = new List<Student>();

    public void AddStudent(string name, int rollNo)
    {
        var student = new Student { RollNo = rollNo, Name = name };
        studentRecords.Add(student);
        Console.WriteLine($"Student {name} with Roll No {rollNo} added.");
    }

    public void EnrollStudent(int rollNo, string courseName)
    {
        var student = studentRecords.Find(s => s.RollNo == rollNo);
        if (student != null)
        {
            student.CourseName = courseName;
            Console.WriteLine($"Student with Roll No {rollNo} enrolled in {courseName}.");
        }
        else
        {
            Console.WriteLine($"Student with Roll No {rollNo} not found.");
        }
    }
}

```

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public void DisplayStudents()
{
    Console.WriteLine("Student Records:");
    foreach (var student in studentRecords)
    {
        Console.WriteLine($"Roll    No:    {student.RollNo},    Name:    {student.Name},    Course:
{student.CourseName}");
    }
}

// Main program to test the implementation
class Program
{
    static void Main(string[] args)
    {
        StudentCourse sc = new StudentCourse();
        sc.AddStudent("John Doe", 1);
        sc.AddStudent("Jane Smith", 2);

        sc.EnrollStudent(1, "Mathematics");
        sc.EnrollStudent(2, "Science");

        sc.DisplayStudents();
    }
}

```