

Exercise Description:

You are tasked with writing a Java console application that interacts with the user to determine the product with the best score-to-price ratio.

Details:

1. Main Class (Main.java):

- The program uses a `Scanner` object to interact with the user and read input from the console.
- **Product Information:**
 - The user is prompted to input the product's name, price, and score.
 - The score-to-price ratio is calculated for each product.
- The program keeps track of the product with the best score-to-price ratio entered by the user.
- **Loop:**
 - After entering each product, the user is asked if they want to input more products.
 - If the user chooses to continue, the process repeats. Otherwise, the loop ends.
- **Final Output:**
 - Once the user finishes entering products, the program prints the name, price, and score of the product with the best score-to-price ratio.

Task:

1. Implement a loop that allows the user to input multiple products, including the product name, price, and score.
2. Calculate the score-to-price ratio for each product and determine which product has the best ratio.
3. Prompt the user after each entry to see if they want to input more products.
4. Once the input is complete, display the product with the best score-to-price ratio.

Bonus:

- Handle cases where the user inputs invalid data (e.g., negative prices or scores).
- Allow the user to enter products until a specific command or keyword is given (e.g., typing "exit" instead of a numeric value).

This exercise teaches basic Java input handling, loops, and conditionals while allowing the user to interact with the program through the console.