

Task 1: Create a Basic Class

Objective: Write a Dart class named `Book` that holds information about books. Each book should have a title, author, and number of pages. Include a method to display this information.

Task 2: Implement Inheritance

Objective: Create a class `Novel` that extends the `Book` class from Task 1. Add a specific property for the genre of the novel and override the `displayInfo` method to include the genre.

Task 3: Demonstrate Polymorphism

Objective: Create an abstract class `Shape` with a method `area()`. Then, define two subclasses `Circle` and `Rectangle` that implement the `area` method. Demonstrate polymorphism by using a function that accepts a `Shape` and outputs its area.

Task 4: Implement an Interface with Multiple Classes

Objective: Define an interface `Serializable` with a method `toJson()`. Then, implement this interface in classes `User` and `Product` which convert their properties to a JSON-like string.

Task 5: Exception Handling in Class Methods

Objective: Create a class `BankAccount` with methods to deposit and withdraw money. Implement custom exception handling to prevent the account from being overdrawn.