

Question: 5. E-Commerce Application — Make Payment

You are developing a C# console-based **E-Commerce Application** to process digital wallet payments.

Class: EcommerceShop

In the class **EcommerceShop**, incorporate the following **public properties**:

Property Name	Data Type
UserName	string
WalletBalance	double
TotalPurchaseAmount	double

Class: Program

Implement the following method in the `Program` class:

Method: MakePayment

```
public EcommerceShop MakePayment(string name, double balance, double amount)
```

Description:

This method should:

1. Accept the user's name, wallet balance, and total purchase amount.
2. Create an `EcommerceShop` object using these details.
3. If **Emily's wallet balance is less than the total purchase amount**, then:
 - Throw a **user-defined exception** called `InsufficientWalletBalanceException` with the message:

```
"Insufficient balance in your digital wallet"
```

Note:

- The **Exception** object itself should display this message.
 - To do this, create a class `InsufficientWalletBalanceException` that inherits from the built-in `Exception` class.
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In the Main Method:

1. Get user input for:
 - Name
 - Wallet Balance
 - Purchase Amount
2. Call the `MakePayment()` method inside a `try-catch` block.
3. If a valid `EcommerceShop` object is returned, display:

`Payment successful`

4. If an exception occurs, catch it and display the exception message.

Output is case-sensitive.