

The Task: Customer Loyalty Points System

You are tasked with building a small, command-line-based application to manage customer loyalty points.

Core Requirements

The application must support two main operations, executed via the command line:

1. **earn** `<customerId>` `<points>`: Adds the specified number of points to a customer's balance.
2. **redeem** `<customerId>` `<points>`: Redeems points from a customer's balance.

Business Rules:

- Customers are identified by a simple string (`customerId`).
- A customer cannot redeem more points than they have in their balance. If they attempt to, the operation should fail, and their balance should remain unchanged.
- If a customer's balance drops **below 10 points** as a result of a successful redemption, a special warning should be triggered.

Technical Requirements

1. **Execution:** The application should be executable from the command line. For example:
 - `dotnet run myApplication earn "user123" 100`
 - `dotnet run myApplication redeem "user123" 50`
2. **Data Storage:** For this exercise, user point balances should be stored in-memory. The data only needs to persist for the duration of the application's runtime.
3. **Low Balance Warning:** When a user's balance drops below 10 points, a warning message must be printed to the console. For example: `Warning: Customer user123 has a low balance: 5 points.`
4. **Tech stack:** Task should be solved using TypeScript/Python/C# or Java.

What to Submit

Please provide a link to a Git repository containing all your source code.