

# TP0 : Getting to know Dart

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## Objectives

The goal of this TP is to fiddle with the Dart language enough to feel comfortable with it and then easily transition later on into the creation of Flutter applications that use Dart as its underlying technology of choice.

## E-Commerce application

Create a simple application (with a CLI or a GUI) that allows you to :

1. create a user with an ID, name, age, email, and password.
2. provide a user with a menu through which (s)he can :
  - display products in a repository, where every product has an ID, a name, a price, and a expiration date.
  - fetch a product by its ID (if no product with the provided ID exists, an exception must be thrown).
  - add a new product (if a product with the same ID already exists, an exception must be thrown).
  - delete a product by its ID (if no product with the provided ID exists, an exception must be thrown).
  - update a product's info (if no product with the provided ID exists, an exception must be thrown) .