



Console e-Shop

You need to implement a console e-shop.

When initially started, the user should be able to provide his/her name.

After the initial login, the user should be able to choose from one of the following actions:

1. Get the whole list of product vendors by console writing the vendor key-names list. The list of product vendors should be populated upfront (hardcoded).
2. Search the product catalog dictionary based on vendor name as key, and console write the whole list of products, including product name and price. The product catalog should be populated upfront (hardcoded).
3. Create a new order by providing the product code and quantity, and add this order to the list of user orders.
4. Get the state of the shopping cart by console writing all user orders, showing product name, quantity, and price.
5. Remove an existing order by providing index of the order that should be removed.
6. Finish the shopping by console writing an order receipt, that will include:
 - a. User name;
 - b. Row for each user order, including product name, quantity, and price;
 - c. Total price of the receipt.

Please use the C# elements that we have learned about within the first 2 modules of the C# advanced course, as well as all C# elements that you have learned within the Basic C# course.

Bonus implementation

Try to implement the 6. user action by using a two dimensional char matrix.