Assertion

Assertion is a way for a programmer to "assert" a condition and expect a specific result from it. It's a defensive way of programming your Dart code. Assertions are usually used in places where you are expecting a certain condition that is out of your control to be true/false, and you want to ensure that the program crashes early if your assumption turns out not to be met.

Further reading:

- Assert - dart.dev
- Dart Assert Statement - W3Schools | W3Adda
- Assert Statements in Dart - GeeksforGeeks
- assert statement in Dart explanation with example - codevscolor
- Assert condition, in Dart - Programming Idioms

Examples

```dart
void allowOnlyOneTeenager(List<int> ages) {
  // in this function we are tasked with printing
  // the ages that are placed inside the "ages" argument
  // but we also need to make sure there is maximum
  // 1 teen between the ages 13 and 18 inside this list
  final teenagers = ages
    .where((age) => age >= 13 && age < 18);
  // so we can make an assertion here to ensure that
  // our application crashes as we develop it should we
  // provide an invalid list of ages to this function
  assert(teenagers.length <= 1);
  print(ages);
}
```