Description:

1. Create WrongArrayDimensions exception class with the constructor with string parameter (message) and two integer properties named SizeN and SizeM

2. Create MultiplicationArgs class that inherits from the EventArgs class and has two double properties (called A and B) and proper constructor

3. Complete the Matrix class with the following elements:

- event MultiplicationHandler with MultiplicationArgs type as a parementer (it also requires defining the appropriate delegate method)

- add code to the constructor which will handle situation when the user enters negative or equal 0 matrix size. In that situation constructor should throw an exception of type WrongArrayDimensions with the corresponding message and properties set to the values that caused the exception.

- add code to indexer implementation to handle situation when values are exceeding the size of the matrix. Use the CheckIfIndicesAreInRange function. If indices are exceeding the size of the matrix throw WrongArrayDimensions exception.

- Implement the MultiplyWise method (and add new functions if necessary). This method asynchronously performs wise multiplication of two matrices. If the matrices sizes are not the same, then throw WrongArrayDimensions exception with the appropriate value of SizeN and SizeM. For each pair of items create a separate task. The task on start draws a number from range [500,1000] and will sleep for that time. Then the task calls the event MultiplicationHandler with information about the two multiplied numbers.

4. Uncomment appropriate sections of the Main method when you are ready.