Question: 7. Construction Estimate

You are developing a C# console application to validate a construction estimate based on the available site area.

Class: EstimateDetails

In the class **EstimateDetails**, implement the following **public properties**:

Class	Property Name	Data Type
EstimateDetails	ConstructionArea	float
EstimateDetails	SiteArea	float

Class: Program

Implement the following method in the `Program` class:

Method: ValidateConstructionEstimate

```
public EstimateDetails ValidateConstructionEstimate(float constructionArea,
float siteArea)
```

Description:

This method should:

1. Check whether the **ConstructionArea is less than or equal to SiteArea**.
2. If **ConstructionArea ≤ SiteArea**, then:
    o Create an `EstimateDetails` object.
    o Copy `constructionArea` and `siteArea` into it.
    o Return the object.
3. If **ConstructionArea > SiteArea**, then:
    o Throw a **user-defined exception** called `ConstructionEstimateException` with the message:

```
Sorry your Construction Estimate is not approved
```

Note:

- The **Exception object itself should display this message**.
- To do this, create a class `ConstructionEstimateException` that inherits from the built-in `Exception` class.
- If approval does not meet the requirement, this method **must throw** `ConstructionEstimateException`.

In the Main Method:

1. Get input for:
   - o Construction Area
   - o Site Area
2. Call `ValidateConstructionEstimate()` inside a `try-catch` block.
3. If a valid object is returned, display a success message.
4. If an exception occurs, catch it and print the exception message.

Output is case-sensitive.