Hands on Labs

1. Open Program.cs and understand the intent of the program

- **When you run the program, the MAX_CAPACITY of the cache is 0**
- **Ensure that the MAX_CAPACITY value is set to some proper value which is taken as an input from the user. This should be done only the first time when the Cache.getMaxCapacity() is called**
- *Hint: Use CustomConsole class to read data from the console*