**Project: Random Integer List**

Create an object-oriented program that uses a custom list object to automatically generate

and work with a series of random integers.

**Console**

**Random Integer List**

**How many random integers should the list contain?: 12**

**Random Integers**

**===============**

**Integers: 17, 34, 34, 15, 71, 44, 97, 48, 19, 12, 83, 42**

**Count: 12**

**Total: 516**

**Average: 43.0**

**Continue? (y/n): y**

**Random Integers**

**===============**

**Integers: 52, 88, 10, 77, 56, 91, 17, 51, 22, 14, 48, 37**

**Count: 12**

**Total: 563**

**Average: 46.917**

**Continue? (y/n): n**

**Bye!**

**Specifications**

 Create a RandomIntList class that inherits the list class. This class should allow a

programmer to create a list of random integers from 1 to 100 by writing a single line

of code. For example, a programmer should be able to create a custom list that stores

12 random integers with this line of code:

**int\_list = RandomIntList(12)**

 To do that, you can use the self keyword to access the list superclass like this:

**self.append(rand\_int)**

 The RandomIntList class should contain methods for getting the count, average, and

total of the numbers in the list. In addition, it should contain a \_\_str\_\_ method for

displaying a comma-separated list of integers as shown above.

 The program should use the RandomIntList class to generate the list of random

integers, display the list, and get the summary data (count, total, and average).