Objective:
- To understand exception handling and its implementation

Tasks:

1. Write a program that creates an integer array of size 100 and initializes it with random values:
   int a = (int) (Math.random() * 100);
   The program then takes an integer from the user, use it as an index and tries to print the corresponding element of that array. If the index is out of array size, the program should catch it and display an appropriate message. If the index number is valid, then try to divide the corresponding number of that index by any integer and print that result. Also, try to catch the necessary exception if it tries to divide by zero. Finally, print the line "Program Ends".

2. Create a **Triangle** class. Now create a user-defined exception class named **IllegalTriangleException** class that extends **Exception**. If the sum of any two sides is not greater than the third side, the **Triangle** class should **throw IllegalTriangleException.**