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## Hands on Labs

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### 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*