**EXCEPTION HANDLING**

**7. a)** Write a Java program with proper naming conventions and comments to illustrate the concept of: **try, catch, throw, throws** and **finally**

**7. b)** Write a Java program for user defined exception that checks the internal and external marks; if the internal marks is greater than 30 it raises the exception “Internal mark exceeded”; if the external marks is greater than 70 it raises the exception and displays the message “External mark exceeded”, Create the above exception and test the exceptions.