

Hands on Labs – Lab4

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