

Create a console application with an event that is raised when a car is traveling faster than its safe speed.

1. Create an event information class that contains a field for the excess speed.
 - Write a read/write **ExcessSpeed** property that holds the excess speed.
2. Create a class **Car** (the publisher) with two fields: speed and safety speed.
 - Write a constructor with one parameter that initializes the excess speed. It sets the speed to zero.
 - Write a read-only **Speed** property.
 - Define a delegate with two arguments.
 - Define an **OnSpeed** event based upon the delegate.
 - Create an **Accelerate** method with the acceleration as an argument that raises the event using the following algorithm:

```
speed = speed + acceleration
if speed < safety speed
    don't rise the event
instantiate a new event information class
set the excess speed
if there are event subscribers
    raise the OnSpeed event
```

3. Create a class **Traffic** representing the subscriber with a publisher field.
 - Write a constructor with one parameter that initializes the publisher and adds a new delegate to the subscriber list.
 - Implement the event handler. It will extract the speed from the source object and the excess speed from the event object, and output a warning message.
4. Create a driver class that tests the **OnSpeed** event printing the car speed.