**Task 1**

You are developing a basic banking application that allows users to withdraw funds from their accounts. The application should properly manage exceptions using the throws keyword. Implement the following specifications:

1. **Account Class**:
   * Create a class named Account with these attributes:
     + accountNumber (String)
     + balance (double)
   * Include a constructor to initialize both the account number and balance.
2. **Withdraw Method**:
   * Implement a method withdraw(double amount) that:
     + Throws an IllegalArgumentException if the amount to withdraw exceeds the current balance.
     + Throws another IllegalArgumentException if the amount is negative.
3. **Main Class**:
   * In your main class, create an instance of Account.
   * Prompt the user for the amount they wish to withdraw.
   * Use a try-catch block to call the withdraw method and handle the exceptions.
   * Print appropriate messages based on the exceptions that are caught

**Task 2**

 Create a class Character with attributes for name, class type, and level.

 Implement a method createCharacter(String name, String classType, int level) that:

* Throws IllegalArgumentException if the name is empty.
* Throws IllegalArgumentException if the class type is not one of the predefined options (e.g., "warrior", "mage").
* Throws IllegalArgumentException if the level is not within a specific range (e.g., 1-100).

 In the main method, allow users to create characters, handling exceptions to provide feedback about their input.