**Workshop 2 – PRJ301**

Exercise 1: Write a Java program to create small project "MusicLibrary" with a collection of songs and methods to add and remove songs, and to play a random song.

Exercise 2: Write a Java program to create small project "Inventory" with a collection of products and methods to add and remove products, and to check for low inventory.

Exercise 3: Write a Java program to create small project "Airplane" with a flight number, destination, and departure time attributes, and methods to check flight status and delay.

Exercise 4: Write a Java program to create small project "Library" with a collection of books and methods to add and remove books.

Exercise 5: Write a Java program to create small project "Bank" with a collection of accounts and methods to add and remove accounts, and to deposit and withdraw money. Also define a class called "Account" to maintain account details of a particular customer.