

1. Develop a banking system where there is an "Account" class. This class will have an attribute "balance" denoting the balance of the account. You can deposit some amount of money in the account through a method called deposit(amount). You can also withdraw an amount of money through a method called withdraw(amount). But if the user tries to withdraw an amount more than their current balance, raise a custom error called "NotEnoughBalance". Inside the withdraw() function, raise this error when appropriate, and also deal with this error using try and except blocks.