

Lab Exercise 1: Exception Handling

- You need to read an integer value from keyboard. However, let's say a user typed a string value.
- This will cause an input mismatch exception.
- Handle this exception.
(Hint: use `InputMismatchException` exception.)

Lab Exercise 2: Creating your own Exception

- Create a Worker class which contains name salary attributes
- Create setName and setSalary methods.
- Your program should throw an exception when salary value is less than zero. (When you enter an illegal argument)
 - The exception message is “salary amount must be greater than zero”
- In main method handle the exception and display the exception message.

- Add another attribute (counter) which must be shared by all the instances of Worker class.
- Create three workers and display number of total workers using counte variable.