

Menu-Driven Bank Application

Objective:

Write a **menu-driven Java program** that allows the user to perform basic banking operations such as deposit, withdrawal, and checking balance. Use a `while` or `do-while` loop to keep showing the menu until the user chooses to exit.

Requirements:

1. Start with an initial balance (e.g., 0.0).
2. Display the following menu inside a loop:

```
===== BANK MENU =====
1. Deposit Money
2. Withdraw Money
3. Check Balance
4. Exit
=====
```

3. Perform the appropriate action based on the user's choice:
 - **Deposit Money:** Ask for the amount and add it to the balance.
 - **Withdraw Money:** Ask for the amount and subtract it from the balance, only if sufficient funds exist.
 - **Check Balance:** Display the current balance.
 - **Exit:** Stop the program.
4. Use a **do-while** or **while** loop to continue showing the menu until the user selects Exit.
5. Use a **switch-case** statement to handle menu choices.
6. Validate the input where necessary (e.g., no negative deposit or withdrawal).

Expected Output Example:

```
===== BANK MENU =====
1. Deposit Money
2. Withdraw Money
3. Check Balance
4. Exit
=====
Enter your choice: 1
Enter amount to deposit: 500
Deposit successful!

===== BANK MENU =====
1. Deposit Money
2. Withdraw Money
3. Check Balance
4. Exit
=====
Enter your choice: 3
Current Balance: 500.0
```