1. Create a class that represents Java Fundaments slides. The class must include:
   1. All data types samples.
      1. Primitive and objects like (Array, String, StringBuilder, Scanner).
   2. Method variables and fields.
   3. Most of operators from the slide 22.
   4. All samples of access modifiers.
   5. Couple of return and void type methods.
   6. At least 4 loops, all must be different type.
   7. One sample of cast.
   8. Use system.out to output results.
   9. Add extra if needed.
2. Create Calculator class that will perform at least 4 operations:
   1. Addition, subtraction, division, multiplication
   2. Create calculator runner (main method) class to perform operations with calculator class.
   3. Add scanner to runner class.
   4. Ask user to input number, operation, number:
      1. “Please enter first digit”
      2. “Please enter operation symbol or word, like ‘+’ or “plus”
      3. “Please enter second digit”
      4. Your program should return result. Show it to user using system.out
   5. Improve application to run this code until user enters “exit”.
   6. Use Java Math library to add extra operations, such as power of and so on.
3. Create Bank class and set initial fields: account number, account owner, initial balance.
   1. Create all required methods for withdraw, insert and view account balance.
   2. Create bank machine class to change bank class state.
      1. Withdraw amount.
      2. Insert amount.
      3. View balance.
   3. Modify Bank class method, so user cannot withdraw bigger amount than he/she has.
   4. Extra
      1. Modify bank machine class to ask user for PIN code as a first operation.
         1. This requires new field, bank account pin code.
      2. Create multiple accounts:
         1. Visa
         2. Master
      3. Modify bank machine class to ask user which account will be used for operations.