

Assignment Question

- Develop a Java program simulating a basic banking system with the following objectives:

1. **Attributes and Methods:**

- Create a BankAccount class with accountNumber (integer) and balance (double).
- Implement a parameterized constructor and methods for deposit, withdrawal, and displaying the balance.

1. **Exception Handling:**

- Introduce custom exception classes (InsufficientFundsException and InvalidAmountException) for handling specific scenarios.
- Utilize try, catch, and finally blocks for effective exception management.

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3. Practical Demonstration:

- Instantiate the BankAccount class in the main method and showcase the usage of exception handling for deposit and withdrawal operations.

4. Documentation:

- Provide concise comments explaining the purpose and functionality of each method in the BankAccount class.
- Comment on the role of custom exceptions in enhancing the reliability of the banking system simulation.