

## **Session-2 Lab**

1. Create a Java program that acts as a simple calculator.

- The program should prompt the user to enter two numbers and an operator (+, -, \*, /).
- Perform the corresponding calculation based on the operator.
- Handle potential exceptions, such as division by zero or invalid operator input.
- Display the result or an appropriate error message.

2. Write a Java program to simulate a simple banking application.

- Create a class BankAccount with a balance and methods for deposit and withdrawal.
- Implement exception handling for withdrawal operations to prevent overdrawing.
- Handle the scenario when the withdrawal amount is greater than the balance.