**Exercise 1**

Create two error variables, one called ErrInvalidValue and the other called ErrAmountTooLarge. Provide the static message for each variable. Then write a function called checkAmount that accepts a float64 type value and returns an error value. Check the value for zero and if it is, return the ErrInvalidValue. Check the value for greater than $1,000 and if it is, return the ErrAmountTooLarge. Write a main function to call the checkAmount function and check the return error value. Display a proper message to the screen.

**Exercise 2**

Create a custom error type called appError that contains three fields, err error, message string and code int. Implement the error interface providing your own message using these three fields. Implement a second method named temporary that returns false when the value of the code field is 9. Write a function called checkFlag that accepts a bool value. If the value is false, return a pointer of your custom error type initialized as you like. If the value is true, return a default error. Write a main function to call the checkFlag function and check the error using the temporary interface.