

# Class Exercise

Week 9

# Bookshelf

- Create a program that will add books to a virtual bookshelf.
- This will continue to ask a user to enter a title and author for books
- Once done asking for the information, it will then display all the information from the books on the bookshelf

# Bank App

- Create a bank application.
- It will have a bank object that has an account owner and an initial balance
  - It will have a way to add (deposit) to the balance
  - It will have a way to remove (withdraw) from the balance
    - Don't let it withdraw more money than you have
  - It should have a way to display the current balance
- Your program should create the account for the person