**Exercise: Implementing Interfaces - Student and Games**

**Objective:**

Learn how to define and implement multiple interfaces in Java by modeling a scenario involving students who participate in games.

**Requirements:**

1. Create an interface named Student with the following method:
   * void study();   → represents the student studying.
2. Create another interface named Games with the following method:
   * void play();   → represents a game-playing activity.
3. Create a class named SchoolStudent that implements both Student and Games interfaces.
4. Implement the methods with meaningful output (e.g., printing what the student is doing).
5. In the main method:
   * Create an object of SchoolStudent.
   * Call both study() and play() methods using that object.

**Expected Learning Outcomes:**

* Understand how to define interfaces.
* Learn how to implement multiple interfaces in a single class.
* Practice calling interface methods using an implementing class.