Challenge, Use terminal operations to select students to reward with a free new course

Create a new class called **MainChallenge**, with a main method that does the following:

- Copy the two courses, jmc and pymc, from the MainCollect's main method, passing both an additional argument for the lecture count, so 50 for pymc, and 100 for jmc.
- Add a third course, titled "Creating Games in Java". You don't have to pass a lecture count for this one.
- Use Stream.generate or Stream.iterate to generate 5000 random students, and create a list of these.
- Use your getPercentComplete method, to calculate the **average percentage completed** for all students for **just the Java Masterclass**, using the **reduce** terminal operation.

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- Use this result, multiplying it by 1.25, to **collect** a group of students (either as a list, or a set). These would be the students who've completed more than three quarters of that average percentage.
- Sort by the longest enrolled students who are still active, because you're going to offer your new course to 10 of these students, for a trial run.
- Add the new course to these ten students.

Make one change to the Student's getRandomStudent method, using a **minimum lecture of 30**.