**Create a Java App that will:**

1. **Create a GUI Window with prompt asking user for their name. Then display in a second window "Welcome to Java Programming, *USER’S NAME*!" (CH3)**
2. **Create a GradeBook object and have it call a displayMessage method. (CH3)**
3. **Then pass a String “Course Name” to its displayMessage method**
4. **Then modify the app to allow user to manipulate the Course Name from GradeBook object**
5. **Then modify app to allow 2 GradeBook objects. Use a constructor to specify the course name at the time each GradeBook object is created.**