**Create a Java App that will:**

1. **Modify GUI GradeBook object to determine the average of an arbitrary number of grades entered by a user. In doing so: (CH4, 5 & 7)**
2. **Use a LOOP structure of your choice to read from user all averages entered.**
3. **Store Grades entered in an ARRAY of your choice so that you can calculate the average grade in order to display all grades and their average.**
4. **Include EXCEPTION HANDLING & VALIDATION where necessary.**
5. **Assign Homework #1:**
   1. **Read CH 12 (pg. 470-506)**
   2. **We will start this *ATM Case***

***Study* next class session.**