

# Exercises

- You are the teacher of a newly formed group. To manage the students' information, you create the Student class with attributes such as name, surname, age, and grades (an array of 10 integers). Additionally, create methods to modify these attributes. Handle any exceptions that may arise from entering invalid input. Finally, create a group consisting of three instances of the Student class.
- Improve the Student class from the previous exercise by adding the attribute "average grade". The average grade should be automatically updated each time a new grade is added to the array of grades. The elements in the array that do not contain a grade should be empty. Handle the "NullPointerException" exception.
- As a user, you have the option to choose an animal to take to school: an owl, a cat, or a toad (create a class for each). Once the preferred animal is chosen, an instance of that animal is created. Now it's time to take care of it! Give it a name, feed it, play with it, and clean up its gifts. These needs, managed by methods, repeat recursively. Remember to handle any exceptions that may occur.