Instructions: **Class GPA** – You are to write a program that keeps track of the GPAs of the students in a course. Each student has a name, and a GPA (between 0 and 4.0).

You are to write a program that asks the user to enter a student's name and their GPA, and then create a Student object for each student. Your student object should be created using a constructor to initialize all values.

Additionally, your Student class should keep track of the overall class GPA, as well as the highest GPA and the name of the student with said GPA.

The user should continue to enter students information until they enter a blank string for the student's name (sentinel value).

Once the user has finished entering students information, the program should print a report with the amount of students in the class, the average GPA, the highest GPA, and the student with the highest GPA.

You program should contain 2 classes, **Student** and **Course**, defined as follows:

**Student:**

This class will have two instance variables:

- String **name**
- double **gpa**

and four static variables:

- int **numberOfStudents**
- double **averageGpa**
- String **highestGpaName**
- double **highestGpa**

**You must not add any additional variables to the class.**

The class will have 1 method:

public static void **printReport()** - This will print a report containing the total number of students, the average GPA, the highest GPA, and the name of the student that had the highest GPA.

The class will have a constructor to take the student's name and GPA.
Course:

This class will only have a main method. It should repeatedly prompt the user to enter information for a student, and create a student object for each. Once the user has completed entering information, the program will print a report before exiting.

Demonstrate your game to the TA to receive your grade.