Specifications: `Category`

A `Category` object contains information about a collection of graded assessments. For example, "Programming Assignments" and "Homeworks" are both common `Category` objects in Computer Science courses. In addition to the obvious specifications illustrated in the UML class diagram, the `Category` class must satisfy the following specifications.

1. `Category` objects must be immutable.
2. If a constructor is passed a key that is `null` or empty (i.e., `""`) then the constructor must throw an `IllegalArgumentException`.
3. The constructor must "store" aliases of its arguments.