More practice - Classes and Objects Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Use code below for following questions:

// code inside the main method of the SeussRunner class

Seuss s = new Seuss();

Seuss thing1 = new Seuss(“joe”, 3);

Seuss thing2 = new Seuss(4.3);

if ( s.gaFluppted() ) {

thing1.bamboozle( 12 );

else if (s.numSchlopp() > 0)

thing2.bamBoozle(5);

String sillyString = thing2.flimFlazzle();

things2.makeFriends(thing1);

}

1. The Seuss class has at least how many different constructors? \_\_\_\_\_\_\_\_\_\_\_

2. What does the numSchlopp method return? \_\_\_\_\_\_\_\_\_\_\_\_\_\_

3. Write the header for the makeFriends method in the space below:

public \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

4. Write the header for the gaFluppted method in the space below:

public \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

5. Write the header for the flimFlazzle method below:

public \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

6. Write the header for the bamBoozle method below:

public \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_