

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? 3

2. What does the numSchlopp method return? int or double

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

```
public void makeFriends ( Seuss x )
```

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

```
public boolean gaFluppted ( )
```

5. Write the header for the flimFlazzle method below:

```
public String flimFlazzle ( )
```

6. Write the header for the bamBoozle method below:

```
public void bamBoozle (int n )
```