1. Write a method named `sumSquares` with two parameters `a, b` of type `double` that returns the sum of squares $a^2 + b^2$ of its two parameters. (Note: compute the squares by multiplying, e.g., `x*x` or use `Math.pow(x,y)`).

2. Suppose you have a class named `Emoji` with a single instance variable `code` of type `int`. Write a `toString()` method that returns a `String` representing the `code`. For simplicity, we only represent 3 codes
   
   0 = sad, 1 = happy, 2 = wink.
   
   For example, the “wink” `Emoji` can be represented by the String “;(-)”
1. Write a method called `cube` that accepts one integer parameter and returns that value raised to the third power. (Note: compute the cube by multiplying, e.g., x*x*x or use Math.pow(x,y)).

2. Write a constructor for a class named `Emoji`. Assume the class has only one instance variable named `code`, of type `int`. The constructor should have no parameters and should set `code` to zero.

3. Write another constructor the class `Emoji`, above. This version should have a parameter (of appropriate type) and it should set `code` to the value given by that parameter.