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, eg, $x \times x$ or use `Math.pow(x,y)`).

```java
public double sumSquares(double a, double b)
{
    double result = a * a + b * b;
    return result;
}
```

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 “;-)”

```java
public String toString()
{
    String message = "";
    if (state == 0)
        message = ":-(";
    else if (state == 1)
        message = ":-)";
    else
        message = ";-)";
    return message;
}
```
Quiz 7 3/15/16  Name:_________ KEY ___________ ___/20

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, eg, x*x*x or use Math.pow(x,y)).

```java
public int cube(int x)
{
    int result = x * x * x;
    return result;
}
```

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.

```java
public Emoji()
{
    code = 0;
}
```

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.

```java
public Emoji(int c)
{
    code = c;
}
```