//Create two instance variables for SingleTable, and have the constructor take them in and set them up.

//Create a canSeat method that takes in an int and return a boolean.

//Get the total number of seats of the two SingleTable instance variables by calling getNumSeats()

//If the number passed in is less than or equal to the total-2, return true.

//and false otherwise.

//Create a getDesirability method that returns a double

//get the viewQuality of the two SingleTable instance variables by calling getViewQuality and

//divide it by 2.0 to get the average.

//if the height of each SingleTable instance variable are equal (call getHeight)

//return the average

//else

//return the average minus 10