ACTIVITY 2
The Celebrity Class: A Simple Version

1. What is the purpose of a constructor in a class?

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2. Describe what you know about the header of a constructor.

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3. What instance variables need to exist in the `Celebrity` class?

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4. Given the `play` method that was designed for the `Game` class in the last activity, what methods should exist in the `Celebrity` class?

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5. Based on your answers to the above questions, complete the `Celebrity` class.

6. Write code to test your `Celebrity` class.

Check Your Understanding

7. If your `Celebrity` class has more than one constructor, explain the difference between the constructors that you wrote. If you only wrote a single constructor, provide the code for an additional constructor that could be included in your class, and discuss how it differs from the constructor that you wrote.

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