

### **monkeyTrouble**

```
public boolean monkeyTrouble(boolean aSmile, boolean bSmile) {  
    boolean monkey;  
    if ( aSmile == true && bSmile == true ) {  
        monkey = true;  
    }  
    else if ( aSmile == false && bSmile == false ) {  
        monkey = true;  
    }  
    else {  
        monkey = false;  
    }  
    return monkey;  
}
```