**Part (a)**

public int getScore()

{

int score = 0;

if(levelOne.goalReached() == true)

{

score += levelOne.getPoints();

if(levelTwo.goalReached() == true)

{

score += levelTwo.getPoints();

if(levelThree.goalReached() == true)

{

score += levelThree.getPoints();

}

}

}

if(**this.**isBonus() == true)

{

score \*= 3;

}

return score;

}

**Part (b)**

public int playManyTimes(int num)

{

int max = 0;

for(int i = 0; i < num; i++)

{

**this.**play();

if(**this.**getScore() > max)

{

max = **this.**getScore();

}

}

return max;

}