NOTE: If you have not yet learned about the *COMPARABLE INTERFACE* by the time you are doing this lab, do not attempt to write the compareTo() method for the SnowmanWithScarf class. Instead, simply insert a “return 0;” in the body of that method to allow your other code to compile.

1. Change the constructors in the base Snowman class so that instead of repeating code, one calls the other.

2. The consructor for SnowmanWithScarf does not compile. Fix it.

3. Create missing methods for SnowmanWIthScarf and Squishy classes.

4. Create a new derived class from Snowman. Add some new creative behaviors or accoutrements.