

```

1 public class AreYouHappy {
2
3     public static void yourFace(boolean smile)
4     {
5         if (smile==true)
6             System.out.println("=)");
7         else
8             System.out.println("=[");
9     }
10
11
12     public static String makeSound (boolean happy, boolean knowIt)
13     {
14         String sound = "";
15         if (happy && knowIt)
16         {
17             sound = sound + "clap ";
18             sound = sound + "clap";
19         }
20         else
21         {
22             sound = "stomp ";
23             sound = sound + "stomp";
24         }
25         return sound;
26     }
27
28
29     public static void main(String[] args)
30     {
31         boolean positive = true;
32         boolean awareness = true;
33         String sound1 = "";
34         String sound2 = "";
35
36         sound1 = makeSound(positive, awareness);
37         sound2 = makeSound(positive, awareness);
38         System.out.println(sound1 + "\n" + sound2);
39         yourFace(positive);
40     }
41
42 }

```

9. What are the **identifiers** in the method yourFace?

10. What are the **keywords** in the method yourFace?

11. What variable is storing the value of positive in the method yourFace?

12. What variable is storing the value of positive in the method makeSound?

13. What is the output of the program?

14. What would the output be if in lines 31 and 32, positive were assigned true, but awareness were assigned false?

15. What is the vocabulary word for what lines 17 and 18 are doing to strings?

Write a single statement to replace both lines 17 and 18.

8. In line 5, there's a conditional beginning: `if (smile==true)`
 Why would it be ok to replace it with: `if (smile)`

9. Why does line 36 look like this:

```
sound1 = makeSound(positive, awareness);
```

instead of like this:

```
makeSound(positive, awareness);
```

10. If the statement:

```
System.out.println(awareness);
```

were added to the beginning of yourFace, what would be the result?

11. The song goes:

If you're happy and you know it, clap your hands.

If you're happy and you know it, clap your hands.

If you're happy and you know it, then your face will surely show it.

If you're happy and you know it, clap your hands.

The program has clapped twice and shown a happy face. Write the code to have the program clap one last time.