1. Following is a function that draws a happy face. Use this function as the basis of a new class called HappyFace. The HappyFace class constructor should take x, y and diam variables that will be stored in the class as fields. The class should have a method called display() that draws itself on the sketch window. The body of the display() method should closely follow the following happyFace() function. Test the class by creating a new instance of HappyFace positioned at the center of the sketch window and calling its display() method.

```cpp
// Draw happy face
void happyFace(float x, float y, float diam)
{
    // Face
    fill(255, 255, 0);
    stroke(0);
    strokeWeight(2);
    ellipseMode(CENTER);
    ellipse(x, y, diam, diam);

    // Smile
    float startAng = 0.1*PI;
    float endAng = 0.9*PI;
    float smileDiam = 0.6*diam;
    arc(x, y, smileDiam, smileDiam, startAng, endAng);

    // Eyes
    float offset = 0.2*diam;
    float eyeDiam = 0.1*diam;
    fill(0);
    ellipse(x-offset, y-offset, eyeDiam, eyeDiam);
    ellipse(x+offset, y-offset, eyeDiam, eyeDiam);
}
```
2. Declare all the necessary classes in order to make the following driver program work properly (steps have been broken down for you in the sub-parts). For example, this is a sample output that is acceptable:

Generally, a Dolphin can be found in water, it can not lay eggs, and is often overheard saying 'ak, ak, ak, ak'
Generally, a Platypus can be found on land, it can lay eggs, and is often overheard saying 'errrr'
Generally, a Human can be found on land, it can not lay eggs, and is often overheard saying 'I'll take a grande latte with a double-shot of espresso'
Generally, a CSStudent can be found on land, it can not lay eggs, and is often overheard saying 'I love programming!'
3. Declare a new class called Mammal with the following members:
   - Two String fields called ‘name’ and ‘sound’
   - A constructor that accepts two String parameters (‘name’ and ‘sound’) and saves values in fields
   - A void method called ‘speak()’ that prints the object’s sound to the console area,
   - A boolean method called ‘laysEggs()’ that returns false
   - A boolean method called ‘livesInWater()’ that returns false.
   - A ‘getter’ String method called ‘getName()’ that returns the object’s name field;

4. Declare a new class called Platypus that extends Mammal. Override methods as appropriate.

5. Declare a new class called Dolphin that extends Mammal. Override methods as appropriate.

6. Declare a new class called Human that extends Mammal. Override methods as appropriate.

7. Declare a new class called CSStudent that extends Human. Override methods as appropriate.
8. Trace the following code. (Draw a table with the appropriate variables and fields.) What are the intermediate values of each of the array elements? Show what is printed in the correct order.

```java
class A {
    int x;
    void b(int i){};
    A(int x) {
        this.x = x;
    }
}
class B extends A {
    B(int y) {
        super(y * y);
        println(x);
    }
    void b(int i){
        x = x + i;
    }
}
A[] array;
void setup() {
    array = new A[3];
    for (int i = 0; i < array.length; ++i) {
        if (i % 2 == 0) {
            array[i] = new A(i);
        } else {
            array[i] = new B(i);
        }
    }
    for (int j = 10; j < 13; j++) {
        int k = j % array.length;
        array[k].b(j);
        println(array[k].x);
    }
}
```