Question 1

review :: general knowledge	

Define or describe each of the following:

- C++ compilation process
  - preprocess
    http://faculty.cs.niu.edu/~mcmahon/CS241/Notes/compile.html
  - compile
    http://faculty.cs.niu.edu/~mcmahon/CS241/Notes/compile.html
  - assemble
    http://faculty.cs.niu.edu/~mcmahon/CS241/Notes/compile.html
  - link
    http://faculty.cs.niu.edu/~mcmahon/CS241/Notes/compile.html
- program execution process
  - load
    https://en.wikipedia.org/wiki/Loader_(computing)
  - run
    https://en.wikipedia.org/wiki/Execution_(computing)
- named constant vs object-like macro (e.g. `const int ten = 10;` vs `#define TEN 10`)
  A named constant is like a variable except that its value cannot be changed, while an object-like macro is (roughly) a string of code that will be replaced by the preprocessor with some other string of code before compilation. This has many implications, depending on how each is used, though in many simple cases (with compiler optimization on) the generated code is the same.
  - http://duramecho.com/ComputerInformation/WhyHowCppConst.html
  - https://gcc.gnu.org/onlinedocs/cpp/Object-like-Macros.html
- bit, byte, word
  - https://en.wikipedia.org/wiki/Bit
  - https://en.wikipedia.org/wiki/Byte
  - https://en.wikipedia.org/wiki/Word_(computer_architecture)