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1. Static members do not belong to any instance of a class.
2. Numbers :: showTotal();
3. Outside the class declaration, static members are 0 by default but it is good practice to initialize them anyway so it’s clear to all.
4. A function that has access to all the private data of another class
5. All member functions of the friend can change private data of the other class
6. Assigning one objects data to another with the = operator
7. Whenever a new object is created and initialized with another objects data
8. The object reference parameter
9. If pointers are used
10. To distinguish it from regular constructors
11. The copy constructor created by the class when none are explicitly defined
12. To change how operators work within class objects
13. The instance of the class (object)
14. The = operator must return a value and the void function type does not return data.
15. Dummy parameter and temporary local variable used for postfix
16. Special built in pointer that always points to the instance of a class making the call.
17. None (void function type)
18. Both will be called
19. Use keyword static before data type
20. Use keyword static in function prototype
21. A friend has access to all private data, aggregation occurs when a class contains a instance of another class (meaning a object created from a collection of objects)
22. To allow static functions to be declared before the class
23. Now two separate instances point to the same location in memory, therefore will always contain the same values.
24. To create a second object to pass into the function
25. Public
26. In
27. Static
28. When
29. Friend
30. Copy contructor
31. Memberwise assignment
32. Default constructor
33. This
34. Overloaded
35. Postfix ++
36. Aggregation
37. Whole-part relationship
38. F
39. F
40. F
41. F
42. T
43. T
44. T
45. F
46. F
47. T
48. T
49. F
50. F
51. T
52. T