CptS 122 – Data Structures

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# Take-Home: Quiz 5 (15 pts) – More OOP

1. **(5 pts)** What is a *const* object (3 pts)? What kinds of functions can a const object invoke (2 pts)? Explain.

A const object means that this pointer is a const points to a const. This means that it can’t be modified. It also means that anything pointing to it can’t be modified.

It is used in class constructors or copy constructors via instantiation.

1. **(5 pts)** What is meant by information *hiding*? Explain.

Information hiding is, encapsulation of information so that it can’t be accessed by other clients. This is done in C++ by creating private variables within a class. It segregates design decisions within a computer program to protect it from extensive modification.



1. **(5 pts)** What is an overloaded *operator*? Explain.

An overloaded operator is a function with special function names. An overloaded operator like “=” maybe now be used to set two objects equivalent to each other or whatever the programmer desires an overloaded operator to do. It essentially is used for cleaner coding.

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