checkpoints:

**14.8** Briefly describe what is meant by memberwise assignment.

Memberwise assignment is the copying of member data from one object to another in order to initialize an object with another object's data.

**14.9** Describe two instances when memberwise assignment occurs.

Memberwise assignment may occur when using the assignment operator on an object, or when defining an object using the assignment operator with another object of the same type.

**14.10** Describe a situation in which memberwise assignment should not be used.

Memberwise assignment should not be used when there is pointer data inside an object.

**14.11** When is a copy constructor called?

A copy constructor is called when an object is initialized with another object's data.

**14.12** How does the compiler know that a member function is a copy constructor?

The function name is spelled exactly as the class's name is; it is declared with no return type; and it accepts exactly one argument by reference (usually `const`) which is the same type as the class.

**14.13** What action is performed by a class's default copy constructor?

Memberwise assignment of all fields.

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**51.** TRUE
**52.** FALSE
**53.** TRUE
**54.** FALSE (the compiler will not accept a copy-constructor with a non-ref parameter, the program will not compile. Tested on Clang).
**55.** FALSE

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**31.** FORWARD DECLARATION
**32.** MEMBERWISE ASSIGNMENT
**33.** COPY CONSTRUCTOR
**34.** `this`