1. In the main() function, the number of players is hardcoded to 2. How could we modify the main() function to let the players decide how many players there are? (0.5 mark)

Answer: We can assign a variable such as MaximumPlayers for getting the value of number of players from the user and then use that value.So we have to also assign the names to all the players.

1. For this product, compare and contrast *polymorphism via the use of inheritance* with *parametric polymorphism*. (1 mark)

Answer: Polymorphism and inheritance is used at various points in this project as Inheritance is used to derive the features of various base classes, while polymorphism is also used for using a single symbol to represent multiple different entities as arrays are used. Parametric polymorphism is different from inheritance as it means to make the coding more expressive for the reader.

1. If we wished to add a nice graphical interface to this program, how would we do it? With C++? By interacting with another program? By adding a library? By using a different language entirely? (0.5 mark)

Answer: We can add that using GUI in c++ by adding the library MFC. We would not require any other language entirely as c++ can serve the task.