2. Which of the following must a programmer know about an ADT to use it?

**A)** **What values it can hold** and **B) What operations it can perform**

4. **Procedural** programming is centered around functions, or procedures, whereas **object** programming is centered around objects.

6. An object is an **element** of its class.

8. Once a class is declared, how many objects can be created from it?

**C) Many**

10. The procedures or functions an object performs are called its **methods.**

12. An object’s members can be declared public or private.

Public accessible by **functions in and outside its class**

Private accessible by **a function of the same class**

14. A class member function that uses, but doesn’t change, the value of a member variable is called an **accessor function.**

16. When a member function’s body is written inside a class declaration, the function is an **inline function.**

18. A constructor is automatically called when an object is **created.**

20. A **default** constructor is one that requires no arguments.

22. A destructor has the same name as the class but is preceded by a **~ .**

24. A class may have more than one constructor, as long as each has different **parameters.**

26. In general, it is considered good practice to have member functions avoid doing **inputs** and **outputs.**

28. When a member function performs a task internal to the class and should not be called by a client program, the function should be made **private**.

30. **False.** C++ class objects are always passed to functions by reference.

32. If you were writing a class declaration for a class named Canine and wanted to place it in its own file, what should you name that file? **Canine.h**

34. A structure is like a class but normally only contains member variables and no **member functions.**

36. Before a structure variable can be created, it must be **declared.**

38. The **dot** operator is used to access structure members.

40.

struct Car

{

string make,

model;

int year;

double cost;

Car(string mk = "Ford", string md = "Mustang", int y = 2010,

double c = 22495)

{

make = mk;

model = md;

year = y;

cost = c;

}

};