* **Basic Question**
  + Question: “Place the shown variable type, and an instance to make the code snippet a valid call”
  + Code snippet: VariableType \*variableName = new \_\_\_\_\_\_();
* **Basic Inheritance Question**
  + Question: “Place the shown variable type, along with an instance that inherits from said variable type”
  + Code snippet: VariableType \*variableName = new \_\_\_\_\_\_();
* **Collection Creation Question**
  + Question: “Add the correct variable type for the container to allow both instances to be added”
  + Code Snippet: vector<VariableType\*> variables;  
    variables.push\_back(new Object1Type());  
     variables.push\_back(new Object2Type());
* **Valid Assignment Question**
  + Question: “Can the object type shown be assigned to the variable type shown?”
  + Code Snippet: VariableType \*variableName = new ObjectType();
* **Valid Insertion Question**
  + Question: “Can the object type shown be added to the given vector?”
  + Code Snippet: vector<VariableType\*> variables;  
    InsertedType \*insertedName = new InsertedType();  
     variables.push\_back(insertedName);
* **Valid Method Call Question**
  + Question: “Is the method call shown in the code snippet valid”
  + Code Snippet: VariableType \*variableName = new ObjectType();  
     variableName->SelectedMethod();