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Homework 2

1. A function returns a value while a procedure simply executes a set of commands in order.
2. Passing an argument by value means that the original value that is stored in memory is not actually being used, so if you were to change this argument it would not be reflected by the original value. Passing by reference actually uses the data that is stored in memory, so if you were to modify it the argument the original value would change.
3. A class is like the set of instructions which includes the data members and the member functions. An object is an actual instance of the predefined class. That can make use of the data members and member functions.
4. Public access specifiers means that the data can be accessed globally or from anywhere even outside of the object. Private access specifiers indicate that the data can only be accessed within the same object that was instantiated. Protected access specifiers are for data members that can be accessed by the object that made it and other objects of the same class.
5. The default constructor does not take any parameters and sets its data members to a predefined value when instantiated. The overload constructor allows for parameters to be used to change the values held within the data members. A copy constructor allows for a new object to be created using the same values as an already initialized object.
6. A destructor allows you to delete or remove the values from an object and then get rid of the object as well.