

Quiz – Classes

1. What is a class?
 - a. How you write a code
 - b. The code formatting
 - c. A blueprint for objects
 - d. These lessons

Answer: c

2. What is a constructor?
 - a. A function in a class
 - b. The virtual function called in a class
 - c. The function called when a class is created
 - d. The function called when a class is destroyed

Answer: c

3. What is a destructor?
 - a. The function called when a class is destroyed
 - b. The function that destroys a class
 - c. The opposite of the “new” keyword
 - d. When the program exists

Answer: a

4. Why use classes?
 - a. Namespace usage
 - b. Code compatibility
 - c. Code re-use
 - d. To make packages

Answer: c