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Take-Home: Quiz 4 (15 pts) - More OOP

Print out, and provide your solutions to your TA in lab this week!

1. (4 pts) What is *information hiding*? Explain.

This is the property of object-oriented language. It makes each function knows when and what function to call if needed but not knowing other's implementation in detail. This property guarantees the integrity of data.

2. (4 pts) What is *encapsulation*? Explain.

It's a way to wrap data and methods into a structure, and this property is realized by objects in object-oriented language.

3. (4 pts) What is a *copy* constructor? Explain.

It accepts a reference to an object of the same class type, making a copy of an object of the same type. It can either perform a shallow copy or deep copy, depending on how to define the copy constructor.

4. (3 pts) What is an *object*? Explain.

An object is an instantiation of a class, it can either refer to integer, string, floating number or new-defined class.