

1. What is a class in C++?
 - a) A built-in data type like int or float.
 - b) A blueprint or template for creating objects.
 - c) A function that returns an object.
 - d) A variable that holds multiple values.
2. True/False: You can create multiple objects from a single class.
3. True/False: All member variables of a class must be declared as public.
4. What is the output of this program?

```
#include <iostream>
using namespace std;
class Counter {
    private:
        int count;
    public:
        Counter() : count(0) {}
        void increment() {
            count++;
        }
        int getCount() {
            return count;
        }
};
int main() {
    Counter c1;
    c1.increment();
    c1.increment();
    Counter c2 = c1;
    c1.increment();

    cout << "c1: " << c1.getCount() << ", c2: " << c2.getCount();
    return 0;
}
```

5. In your own words, briefly explain what is the main purpose of a constructor?

6. Which header file is required for file input/output operations in C++?
 - a) <iostream>
 - b) <fstream>
 - c) <filestream>
 - d) <file>

7. Which class is used for writing to files?
 - a) ifstream
 - b) ofstream
 - c) fstream
 - d) fileout

8. What is the default mode when opening a file with ofstream?
 - a) ios::in
 - b) ios::out
 - c) ios::app
 - d) ios::binary

9. Which method is used to check if a file opened successfully?
 - a) is_open()
 - b) good()
 - c) fail()
 - d) all of the above

10. What does the ios::app mode do when opening a file?
 - a) Erases the file contents before writing
 - b) Opens file for reading only
 - c) Appends to the end of the file
 - d) Opens file in binary mode