

1. What are some of the advantages of OOP over structured programming? What is the difference between a class and an object? 5
2. What is the role of access specifiers? What is the default access specifier for C++ classes? 5
3. In C++, why do we use the line “using namespace std”? How can you print a new line without using the “\n” string in C++? 5
4. What are the roles of member variables and member functions in a class? Describe using proper examples. 5