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| 1. | What are some of the advantages of OOP over structured programming? What is the difference between a class and an object? | 5 |
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| 2. | What is the role of access specifiers? What is the default access specifier for C++ classes? | 5 |
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| 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 |
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| 4. | What are the roles of member variables and member functions in a class? Describe using proper examples. | 5 |