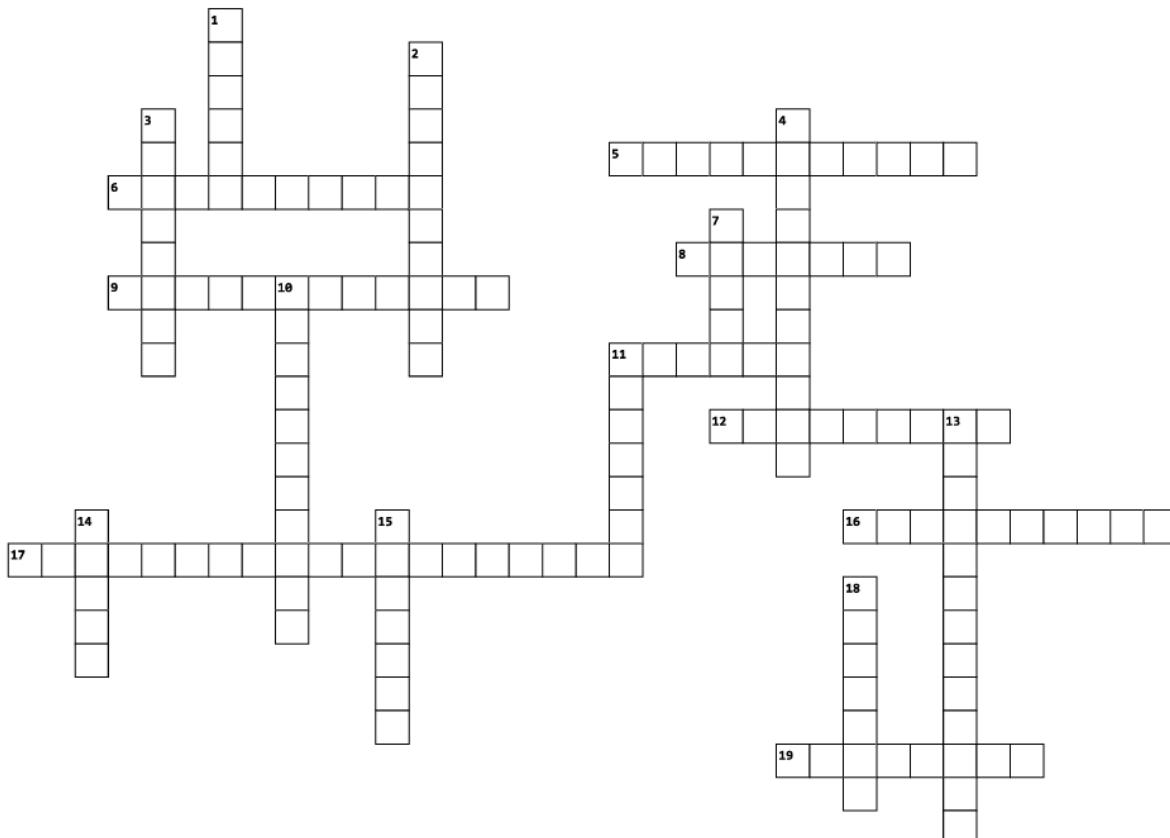


# OOP IA1



## Across

**Shallow Copy** 5. The copy that duplicates an object's memory address but not the data it points to.

**Destructor** 6. The function called automatically when an object goes out of scope, used for cleanup.

## virtual

8. The keyword that enables a method to be overridden in a derived class.

**Polymorphism** 9. The OOP principle of using a single interface to represent different underlying forms.

**Public Inheritance** 11. The mode of inheritance where public members of the base class retain their accessibility.

**Protected Inheritance** 12. The mode of inheritance where all base class members become protected in the derived class.

**Encapsulation** 16. The OOP principle of restricting the direct access to an object's data members from outside the class.

**Multiple Inheritance** 17. The C++ feature that allows a class to be derived from more than one base class.

19. The C++11 specifier that ensures a method is correctly overriding a virtual function.

## override

## Down

1. An instance of a class, with its own unique state and behavior. **Object**

2. The process of providing a new implementation for an inherited method. **Method Overriding**

3. The type of constructor that prevents shallow copies and memory issues in classes with dynamic memory. **Copy Constructor**

4. A special member function that is automatically called when an object is created. **Constructor**

7. The keyword used to prevent a virtual method from being overridden. **final**

10. The OOP concept of defining multiple functions with the same name but different parameters. **Function Overloading**

11. The C++ access specifier that restricts a member to be accessed only within its own class. **private**

13. The OOP principle of bundling data and methods, hiding the internal state. **Encapsulation**

14. The blueprint for creating an object. **Class**

15. The type of constructor that has no parameters and is provided automatically if no other constructors are defined. **Default Constructor**

18. The term for a class that inherits from another class. **Derived Class**