1. **What is a constructor in OOP?**  
   **b) A special method that is used to create and initialize objects of a class**
2. **What is a class in OOP?**  
   **b) A template or blueprint for creating objects**
3. **What is the concept of method overloading in OOP?**  
   **a) Creating multiple methods with the same name but different parameters in a class**
4. **What is the primary purpose of accessor methods in a class?**  
   **b) To provide a public interface for retrieving the value of a private member variable.**
5. **What is the primary purpose of mutator methods in a class?**  
   **c) To modify the internal state of an object by changing the value of a private member variable.**
6. **What is the benefit of using accessors and mutators in OOP?**  
   **c) They provide a controlled way to access and modify the state of objects.**