1. Suppose someone designed a stack abstract data type in which the function **top** returned an access path (or pointer) rather than returning a copy of the top element. This is not a true data abstraction. Why? Give an example that illustrates the problem.

2. Describe three ways a client can reference a name from a namespace in C++.

3. What are the arguments for and against the Objective-C design that method access cannot be restricted?

4. What are the arguments for and against the C++ policy on inlining of methods?

5. What are the advantages and disadvantages of the ability to change objects in Ruby?