1.)What is the difference between a class and an instance of the class? -
A class describes a data type.
An instance of a class is an object of the data type that exists in memory.

3.)What is the default access specification of class members -
Private

5.)A contractor uses a blueprint to build a set of identical houses. Are classes analogous to the blueprint or the houses? -
Blueprint -> Classes
Houses -> Objects
Classes are analogous to the blueprint where the objects created from the blueprints. The blueprint itself is a detailed description.

7.)Is it a good idea to make member variables private? why or why not? -
Yes, it protects variables from being directly manipulated by code outside of the class, and prevents them from receiving invalid data.

9.)Under what circumstances should a member function be private? -
When the function is needed for internal processing, but not useful to the program outside of the class.

11.)What is a de-constructor? Is it possible to have more than one constructor?
Destructor is a member function of the class that has same name of the class but preceded with a tilde (~) and is used to destroy the objects.
Yes, it's called Constructor Overloading.

13.)If a class object is dynamically allocated in memory, does its constructor execute? If so, when? -
Yes, executes when the object is created.

15.)What are a class's responsibilities? -
The class is responsible for knowing the action that the class is responsible for doing.

17.)The two common programming methods in practice today are _____ and _____.
Procedural Programming and Object-Oriented Programming

19.)_____ programming is centered around objects. -
Object-Oriented

21.)In C++ the _____ is the construct primarily used to create objects. -
Class

23.)An _____ is a key word inside a class declaration that establishes a member's accessibility. -
Access specifier

25.)The default access specification of a struct in C++ is _____.
Public

27.)Members of a class object may be accessed through a pointer to the object by using the _____ operator. -
->

29.)If you were writing the external definitions of the Canine class's member functions, you would save them in a file named? _____ -
Canine.cpp

31.)A _____ is automatically called when an object is created. -
Constructor

33.)_____ are useful for performing initialization or setup routines in a class object. -
Constructors

35.)A _____ constructor is one that requires no arguments. -
Default

37.)A destructor has the same name as the class, but is preceded by a _____ character. -
tilde (~)

39.)A constructor whose arguments all have default values is a _____ constructor. -
Default

41.)A class may only have one default _____ and one _____ -
Constructor and one Destructor

51.)Private members must be declared before public members. -
F

52.)Class members are private by default. -
T

53.)Member of a struct are private by default -
F

54.)Classes and structures in C++ are very similar -
T

55.)All private members of a class must be declared together. -
F

56.)All public members of a class must be declared together. -
F

57.)It is legal to define a pointer to a class object. -
T

58.)You can use the new operator to dynamically allocate an instance of a class. -
T

59.)A private member function may be called from a statement outside the class, as long as the statement is in the same program as the class declaration. -
F

60.)Constructors do not have to have the same name as the class -
F

61.)Constructors may not have a return type. -
T

62.)Constructors cannot take arguments. -
F

63.)Destructors cannot take arguments. -
T

64.)Destructors may return a value. -
F

65.)Constructors may have default arguments. -
T

66.)Member functions may be overloaded. -
T

67.)Constructors may not be overloaded. -
F

68.)A class may not have a constructor with no parameter list, and a constructor whose arguments all have default values. -
F

69.)A class may only have on destructor. -
T

70.)When an array of objects is defined, the constructor is only called for the first element. -
F

71.)To find the classes needed for an object-oriented application, you identify all of the verbs in a description of the problem domain. -
F

72.)A class's responsibilities are the things the class is responsible for knowing, and actions the class must perform. -
T