**C++ Programming - Quiz**

1. **What does keyword auto do? How is it used?**
2. **List the three categories of STL items, and give an example of each.**
3. **What are three access modifiers available for class members?**
4. **What is the major difference between a struct type and a class type?**
5. **What is a constructor? Show how to define one.**
6. **In a class, what is the typical convention for defining access to class members, such as variables and methods? Why assign some members as private or protected, and some members as public?**
7. **What is the relationship between a class and a subclass? How do we define a subclass of another class?**
8. **What is the meaning of the keyword virtual? How is it used?**
9. **What is the difference between an override and an overload?**
10. **What is exception handling? What keywords are used in exception handling, and what do they do?**