*The questions:*

***C++ and OOP***

*Explain what is meant by encapsulation.*

*Explain what is meant by inheritance.*

*Explain what is meant by polymorphism.*

*What are templates?*

***Version control, git and GitHub***

*What is a version control system, main advantages of using one?*

1. *A version control system like GitHub is a software that allows any developer to store, change and update software that he/she is currently working on. It works by having a centralised online repository which anyone can access, given they have the URL and they can download all the file within the online repository to their own computers which is called the local repository. Then can then work on the files and upload them back onto the online repository for safe keeping or for when someone else needs the code.*
2. *Main advantages of using an online repository is so that you can store the code of any project there, the necessary files etc. it also means you can go back and access any version of that same code and see where you made changes in the past.*

*Explain the procedure you would follow to obtain a copy of an online git repository, make some changes and then update the online repository with the changes themselves.*

1. *I will answer this problem in 2 ways. The first way is when you are working on your own and the second is when you are within a group*
2. *When you are on your own, it is easy to do. Firstly you must make sure you have the git software downloaded on the computer and if you do not, you must do that first. Secondly, open up the GitHub repository on the browser and copy and paste the link of the repository you want to change. Next you can open the git bash software and you want to first go to where you want the file to be stored at: in my case, it will be the desktop. So you enter cd into desktop*
3. *Next you can either clone the folder by using git clone or you can use git pull if you are working on computer you have already been working on.*
4. *Then cd into the file you are going to change.*
5. *Make all the changes you need within those files and check that they are ready to be committed and also uploaded*
6. *You do this by git status and git add . to add all the files.*
7. *Git status again will show you the files that are ready to be committed*
8. *Using git commit –m “Message” will commit the changes. Note that if you have been using a computer where you have originally signed in then then you won’t need to configure the settings using git config global then adding username and then the password.*
9. *After editing, you press git push and it’ll push the changes onto the remote directory. If you wasn’t previously signed in, it’ll ask for authentication but after that it’ll then push the changes through.*
10. *The second way to do it is if you are working as part of a team and a group.*
11. *You have to have adequate access to the repository in order for you to be eligible to fork the repository and make changes.*
12. *When you do this, you can clone your fork to your local directory to make changes.*
13. *After you do this, you can edit the document on you local repository and push the changes to the main repository.*
14. *Then you go online and press, new pull request and then that will send the pull requests to the group leader and they can either accept or deny the request.*

*What is fork on git, how do you create a fork and obtain a local copy of the fork onto your computer*

1. *A fork is basically a copy of a repository. Forking lets you make changes to the project without affecting the original document*

*You have a fork of a GitHub project on your local computer that you have been working on, but the original project has changed. How would you update your local fork?*

*What is the difference between and pull and a fetch operation in Git?*

*What should and shouldn’t be uploaded to a Git repository and why?*

***Building software***

*Explain the differences between static and dynamic libraries.*

*Describe the steps involved in building a program using command line compiler tools.*

*When using CMake to build software that must be linked against a library (e.g. Qt or VTK), what configuration options might you need to supply to CMake?*

***Qt***

*Explain how user actions, such as the click of a button, can be linked to useful code in a Qt application.*

*You have created a Qt application with a GUI that was designed in Qt designer, the GUI*

*contains a checkbox. How might you determine the state of the checkbox from within the C++ code of your application?*

*You have an application with a Qt based GUI that includes toolbars and menus with icons.*

*How might these icons be stored/accessed by the application when it runs?*

*An application linked with Qt compiles without any errors or warnings but when you try to run it from within Visual Studio it will not launch. Why might this be?*

***VTK***

*What VTK classes must be used to render a simple object, e.g. a cube, in an application?*

*What is a vtkSmartPointer (or a smart pointer in general)?*

*How can vtkCell3D derived classes (e.g. vtkPyramid) be used to render 3D primitive shapes?*

*Explain how filters work in VTK.*

***Secondary Issues***

*What are unit tests and why might they be used?*

*How could you create documentation for your code?*

*You are generating a Windows installer for your software. How might you do this and what does the installer need to do/include in the install?*