

1. It we defined the normal iterator operations as const we would not allow the iterator to be used to modify the elements that it is pointing to. For example, if we created an iterator called "it" over a data type containing integers and tried to perform the operation `*it = 5` we would get an error.
2.
  - The copy constructor requires an `=` operator of the template type.
  - The `=` operator override requires an `=` operator of the template type.
  - The `pushBack` function requires an `=` operator of the template type.
  - The `filter` function requires a `()` operator of the `Condition` template type. It also requires an iterator for the queue template type and `begin` and `end` functions that return an iterator from a queue. The iterator must have `++`, `==` and `*` operators.
  - Similarly the `transform` requires a `()` operator of the `Transformation` template type. It also requires an iterator for the queue template type and `begin` and `end` functions that return an iterator from a queue. The iterator must have `++`, `==` and `*` operators.
3. The student will receive a compiler error, likely a linker error, that says that it can't find an instance of the `Queue` class of a specific type or that it can't find a template definition when they try to compile the exercise, which indicates that the template definition for the `Queue` class was not found. This error will occur during the preprocessing stage of compilation.
4. The student can create a function that returns a boolean and receives one parameters called `numerator` which is of type integer. Outside the function somewhere else in the `.cpp`, the student can define a global variable called `divisor` which is of type integer which can be defined during runtime. Inside the function, the student can check if the `numerator` is divisible by the `divisor` (the function has access to the `numerator` because it was passed in as an argument and it also has access to the `divisor` because the `divisor` is global) by checking if `numerator mod(divisor)` is equal to 0 and then return `true` if so and otherwise `false`.