1. In general, it is considered good practice to have member functions avoid doing \_\_\_I/O\_\_\_.
2. When a member function performs a task internal to the class and should not be called by a client program, the function should be made \_\_private\_\_\_\_.
3. True or false: C++ class objects are always passed to functions by reference. False
4. If you were writing class declaration for a class named Canine and wanted to place it in its own file, what should you name the file? \_\_\_\_canine.h\_\_\_\_\_\_
5. A structure is like a class, but normally only contains member variables and no \_\_member functions\_\_\_\_\_\_.
6. Before a structure variable can be created, the structure must be\_\_\_declared\_\_\_.
7. The \_\_\_dot (.)\_\_\_ operator is used to access structure members.
8. A car structure is declared as follows:

Struct Car

{

String make,

Model;

Int year;

Double cost;

Car (string mk, string md, int y, double c)

{ make = mk; model = md; year = y; cost = c; }

};

Write a definition statement that define a Car structure variable initialized with the following information:

Make: Ford Model: Mustang

Year: 2010 Cost: $ 22,495

Struct car

{

String make,

Model;

Int year;

Double cost;

Car (string mk, string md, int y, double c)

{Ford = mk; Mustang = md; 2010 = y; $22, 945 = c}

};