

1. Download destructors.cpp. Create a copy called modifyDestructors.cpp (cp destructors.cpp modifyDestructors.cpp)

Add code to main() to create an object of the ProgAssignment class. Name the object progAssignment2. While creating the object, assign language as C++ and numQuestions as 3.

Set points for progAssignment questions as follows- Question 1 = 10 points, Question 2 = 20 points, Question 3 = 30 points.

Print the following to the screen (you need to figure out which methods need to be invoked)

The language of progAssignment2

Total points for each question number

2. Download templates.cpp. Create a copy called modifyTemplates.cpp.

Create a new hwAssignment object which can hold scores (in integer format) for 5 questions. Assign a score value to each question. For each question, print the score value.

3. Download namespace.cpp. Create a copy called namespace2.cpp

Modify namespace2.cpp by moving the namespace definitions first\_space and second\_space in to files first.cpp and second.cpp respectively. Also add the following to namespace2.cpp

```
#include "first.cpp"
#include "second.cpp"
```

Compile each of the above files and execute namespace2.cpp as follows:

```
g++ -c first.cpp
g++ -c second.cpp
g++ -o namespace namespace2.cpp
```