R2.14 - An object can be created, stored and manipulated. A class is a data type. An object is like a definition of a certain class. The class says what can be done with the object.

R2.16 – A member function is a function of the class, it can change an object. Like Title.substr(...). Nonmember functions stand alone and are not applied to other objects

R2.18 –

1. Time(12,0,0);
2. Time();
3. Point(10,10);
4. Employee(“Popyack, Jeffery”, 80000);
5. Circle (Point(0,0), 10);
6. Line(Point(-10,0),Point(10,0));

R2.19 –

1. Int hours = 12

Int min = 0

Int sec = 0

Time(hours,min,sec);

1. Time();
2. Int x = 10

Int y = 10

Point(x,y);

1. String name = Popyack, Jeffery

Double salary = 80000

Employee(name, salary);

1. Int x = 10

Int y = 10

Int r = 10

Circle (Point(x,y), r);

1. Int x1 = -10

Int x2 = 10

Int y = 0

Line(Point(x1,y),Point(x2,y));

R2.20 –

1. Can’t use () for now
2. Should be Point p(3,4);
3. Time objects cannot be output this way
4. Time only has hours, minutes and seconds
5. Can’t move by int int
6. Seconds\_from is being used incorrectly
7. Employee can only accept one string
8. .set\_name is not a member function of employee