1. What are the naming requirements for variables in your language?
   1. Variable names in C++ can range from 1 to 255 characters.
   2. All variable names must begin with a letter of the alphabet or an underscore(\_).
   3. After the first initial letter, variable names can also contain letters and numbers.
2. What about naming conventions? Are they enforced by the compiler/interpreter, or are they just standards in the community?
   1. These are enforced by both the compiler/interpreter and are the standards in the community
   2. Using CamelCase for all names
   3. Variables named with a trailing underscore
   4. Etc.
3. Is your language statically or dynamically typed?
   1. C++ is statically typed
4. Strongly typed or weakly typed?
   1. Strongly typed
5. If you put this line (or something similar) in a program and try to print x, what does it do? If it doesn't compile, why? Is there something you can do to make it compile? x = "5" + 6
   1. Does not compile, 5 is a string.
6. Describe the limitations (or lack thereof) of your programming language as they relate to the coding portion of the assignment (adding ints and floats, storing different types in lists, etc). Are there other restrictions or pitfalls that the documentation mentions that you need to be aware of?
   1. It has no security
   2. Complex/very high level program
   3. Can’t support garbage collection
   4. When used for web applications it can be difficult to debug.
7. How do type conversions work in your language? Are the conversions narrowing or widening, and do they work by default or do they have to be declared by the programmer?
   1. It makes a variable of one type compatible with a variable of another type to perform an operation.
   2. It is widening
   3. It has to be declared by the programmer.