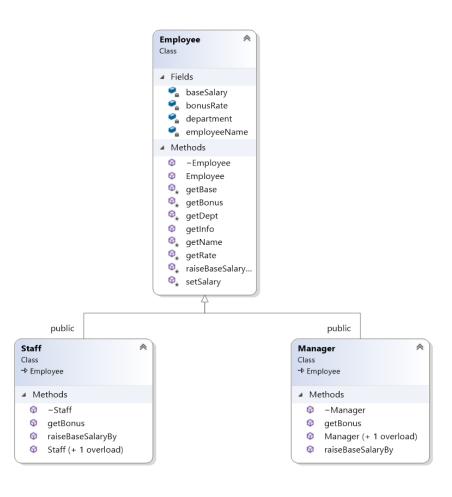
```
// Copyright 2020 Woo, Steve, NRS TechInternship, all rights reserved.
// Edited by: Jinshi Li
// Date:
             03/03/2020 - 03/05/2020
             Visual Studio Enterprise 2019(v142)
// IDE:
             Windows 10.0.18362.0
// SDK:
             x86 Debug @ Warning Level - W4
// Mode:
// Memory:
             No Memory leaks
File: NRS_questions.h
```

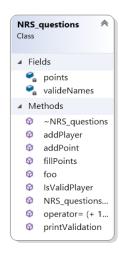
NRS\_questions.cpp

This file does NOT contain answers to the questions.

Answer to each question is located above respected function call or signature in the

You may want to use the outline below the class diagram to navigate through the code.





```
Main()
```

- Function call .h => Line 271

## class NRS questions

- Class definition .h => Line 181

## Question 1 .h => Line 258

- Employee Virtual destructor: ensuring properly destroy objects.
  - o virtual ~Employee() {}; // .h => Line 65
- Pure virtual functions:
  - o virtual void raiseBaseSalaryBy(const float) = 0; // .h => Line 33
  - o virtual float getBonus() const = 0; // .h => Line 35
- Using function void question1(Employee\* employee) to demonstrate polymorphism.
   // .h => Line 265

## Question2 .h => Line 119 and Line 206

- Union ThreeDPoints //.h => Line 134
- Foo() //.h => Line 226

## Question3

- Signature: .h => Line 202
- Implementation: bool NRS\_questions::IsValidPlayer(const char\* player);
  // .cpp => Line 15
- IsValidPlayer(const char\* player) function call // .h => Line 301