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// Edited by: Jinshi Li
// Date:      03/03/2020 - 03/05/2020
// IDE:       Visual Studio Enterprise 2019(v142)
// SDK:       Windows 10.0.18362.0
// Mode:      x86 Debug @ Warning Level - W4
// 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 code.

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