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COSC 120-751

01/25/2021

#### Lab 9 Pre-Lab

1. A constructor is used in C++ to guarantee initialization of a class instance.
2. A constructor has the same name as the class itself.
3. Member functions are sometimes called methods in other object oriented languages.
4. A destructor is a member function that is automatically called to destroy an object.
5. To access a particular member function, the code must list the object name and the name of the function separated by a dot.
6. A default constructor has no parameters.
7. A ~ precedes the destructor name in declaration.
8. A private member function has its implementation given in the class declaration.
9. In an array of objects, if the default constructor is invoked, then it is applied to every object in the array.
10. A constructor is a member function that is implicitly invoked whenever a class instance is created.