

1. Does your language support objects or something similar (e.g., structs or records)?
 1. Are there naming conventions for objects, instance variables, or functions that people writing in your language should be aware of?
 - i. Yes, C++ is an object-oriented programming language and fully supports objects. C++ doesn't enforce naming conventions but it is recommended that the name of a class must have the first letter in uppercase.
2. Does your language have standard methods for functions that serve a similar purpose across all objects? For example, toString() in Java and __str__ in Python allow information about the objects to be printed. Are there similar functions in your language?
 1. The << operator is used to print an object's information using std::cout.
3. How does inheritance work (if it does)? Does your language support multiple inheritance?
 1. C++ supports single and multiple inheritance, which allows a class to inherit from multiple base classes.
 2. Mode of inheritance controls the access level of the inherited members of the base class in the derived class. In C++, there are 3 modes of inheritance:
 - i. Public Mode- If we derive a subclass from a public base class. Then the public member of the base class will become public in the derived class and protected members of the base class will become protected in the derived class.
 - ii. Protected Mode- If we derive a subclass from a Protected base class. Then both public members and protected members of the base class will become protected in the derived class.
 - iii. Private Mode- If we derive a subclass from a Private base class. Then both public members and protected members of the base class will become private in the derived class. They can only be accessed by the member functions of the derived class.
 - iv. <https://www.geeksforgeeks.org/inheritance-in-c/>
4. If there is inheritance, how does your language deal with overloading method names and resolving those calls?
 1. The process of selecting the most appropriate overloaded function or operator is called overload resolution where the compiler chooses the best viable function.
 2. <https://www.ibm.com/docs/en/zos/2.4.0?topic=only-overload-resolution-c>