4) Explain the encapsulation principle of ADT design. Just stating the definition is not enough. Also, give a short code example.

Explanation:	Example:
Create classes that contain all the resources needed to function; that is, methods contained within the class operate using the attributes of that class	Ex class Art Collection attributes: name_of_art; name_of_artist; price method: get Art Name; get Artist Name; get price; update Price;

5) In the list below, check all statements that apply to class constructors. That is, insert a checkmark for all the items that are true when it comes to constructors.

☑ Used to initialize objects	☑ A special kind of member function	☐ The name is chosen by user
☑ Initialize some or all member variables	☑ Default one is provided automatically	☐ Always return void
☐ May be called multiple times on the same object	☑ Automatically called when an object is instantiated	☑ If any constructor is explicitly defined, then the default one is not provided

6) In the list below, check all statements that apply to class destructors. That is, insert a checkmark for all the items that are true when it comes to destructors.

☐ More than one exists	☑ May be called manually to free up a dynamic object
☑ Called automatically at the end of scope	☐ Accept parameters
☑ Deallocate memory assigned to an object	☐ Cannot be explicitly defined