1. stuff blob=clump; //Copy constructor is called (initialization)

clump=blob; //Overloaded=operator is called (assignment)

showValues(blob); //Copy constructor is called (pass by value)

1. **Object Composition**:

* When a class is made a member of another class (composition)
* Represents a "has-a" relationship
* The containing class can only access the public members of the member class
* Stronger encapsulation as it doesn't break encapsulation boundaries

**Friendship**:

* When a class is made a friend of another class
* The friend class has access to all private and protected members of the class granting friendship
* Represents a special permission between classes
* Weakens encapsulation as it breaks encapsulation boundaries
* Should be used sparingly when necessary

1. Why copy constructor is called when passing by value

When an object is passed by value to a function:

* A new copy of the object needs to be created for the function's parameter
* The copy constructor is automatically invoked to create this copy
* This ensures the function works with its own copy of the object without affecting the original
* The copy constructor is specifically designed to properly initialize new objects as copies of existing ones

1. Overloading = operator for Bird class

Bird& operator=(const Bird& right);

1. Overloading prefix and postfix ++ operators for Dollar class

**Prefix ++ operator header**:

Dollar& operator++();

**Postfix ++ operator header**:

Dollar& operator++(int);

The postfix version takes an unused int parameter to distinguish it from the prefix version.

The postfix version returns by value rather than reference (the prefix version)

since it should return the value before incrementing.