QUESTION 1 OF 3

The constructor function of a class is a special member function that defines any input parameters or logic that must be included upon instantiation of a class. From what you've seen so far is it required to define a constructor in C++ classes?

- [x] No, if undefined C++ will define a default constructor
- [ ] Yes, without a constructor defined you cannot instantiate a class.

SUBMIT

QUESTION 2 OF 3

What are the three options for access modifiers in C++?

- [ ] Public (access to anyone), Private (access only within the class) and Permitted (access in friend classes)
- [ ] Public (access to anyone), Protected (access in friend classes) and Permitted (access only within the class)
- [x] Public (access to anyone), Private (access only within the class) and Protected (access in friend classes)
- [ ] Public (access in friend classes), Private (access only within the class) and Protected (access to anyone)

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QUESTION 3 OF 3

Why does it make sense to specify private member variables with accessor and mutator functions, instead of public member variables?

- [ ] It doesn't matter actually, you could just as well make them public.
- [ ] Using getter and setter functions is the only way to modify class member variables in C++.
- [x] Often times you want to limit the user's access to class member variables, possibly because of an invariant.

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