QUESTION 1 OF 3

In the context of object oriented programming, encapsulation refers to:

- ○ A requirement that data and logic be packaged separately in distinct objects
- ✓ The notion that data and logic can be packaged together and passed around within a program as a single object.
- ○ The restriction that logic within a particular object can only operate on data stored within that same object.

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QUESTION 2 OF 3

Invoking the `const` keyword in an accessor function allows you to:

- ○ Require that the data type of the output will be the same as that of the input.
- ✓ Ensure the user cannot do anything to change the private attributes of the object.
- ○ Pass in constant attribute values to the accessor function.

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QUESTION 3 OF 3

Making class attributes private and assigning them with a mutator function allows you to:

- ○ Ensure that only class member functions have access to private class attributes.
- ✓ Invoke logic that checks whether the input data are valid before setting attributes.
- ○ Prevent users from changing non-public class attributes.

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