1. The first subscript of every array in C++ is 0 and the last is  
1 less than the total number of locations in the array.  
2. The amount of memory allocated to an array is based on the type of data to be  
stored and the number of locations  
or size of the array.  
3. Array initialization and processing is usually done inside a loop.  
4. The typedef statement can be used to declare an array type and is  
often used for multidimensional array declarations so that when passing arrays  
as parameters, brackets do not have to be used.  
5. Multi-dimensional arrays are usually processed within nested  
loops.  
6. Arrays used as arguments are always passed by Pointer.  
7. In passing an array as a parameter to a function that processes it, it is often  
necessary to pass a parameter that holds the number of elements  
used in the array.  
8. A string is an array of Characters.  
9. Upon exiting a loop that reads values into an array, the variable used as  
a(n) subscript the array will contain the size of that array.  
10. An n-dimensional array will be processed within n nested  
loops when accessing all members of the array.