Name: Yunika Upadhayaya

Student ID: 1001631183

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**Answers:**

1. **False**, it should be inside the *Amusement\_park* class, as it is calling the *get\_ride* function first.

2. **False**, because the program still runs perfectly with less than three constructors, and in the code fragment above there are two constructors used for *Rider* class.

3. **False,** because *using namespace std*; is not seen used in the program, nor there is any *cin* or *cout* to help us determine it. So, we cannot assume that it is used in this program.

4. **False,** as *get\_ride* is called in the main, we cannot call any private function.

5. **False,** *Amusement\_park* has only one constructor with *int* as a parameter, so it is not overloaded.