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**Answers:**

1. False, because Fusilli inherits Pasta as Private. So, variable P would be private for Fusilli.

2. False, Polymorphism is when you have the same methods call to use un different derived classes and there are no such overloaded methods in the code fragment.

3. False, all the private functions of Pasta cannot be accessed in Fusilli.

4. False, boiling is not a vector, it is a vector of shared pointer of Fusilli objects.

5. False, if we create a Water object, then we can simply assign the pointer to the address of the water object.

6. False, + is used when we need to increase the num\_order of \*ptr, and there are no indications in the code of it being used for another manner that gives another result.

7. False, a shared pointer ptr holds a memory address to a location in memory.

8. False, privately inherited doesn’t make a function overloaded.

9. False, because -> means (\*) , and those cannot be changed to something else.

10. True, because num\_order is being accessed in main which makes it a public function.

11. False, because the main function shows that number 2 is going to be printed on the screen.

12. False, because some of the private functions on Pasta would not inherit to Farfalle.

13. False, because new Boiling\_pot; is a pointer but not Boiling\_pot b2.

14. True, because #include <vector>, #include <memory> & #include<iostream> are being used.

15. False, because it hasn’t been redefined in any other derived classes.