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**Answers**

**1.** ***set\_text()* and *set\_padding()* are in the same class.**

**True,** since both *set\_text()* and *set\_padding()* are being used with the object label of class Label, it should be in the same class

**2**. **Code fragment 1 is defining a constructor.**

**True,**  function is called by the same name as class.

**3.** **We can say that the class Info\_box has at least 4 widgets declared.**

**True,** there are vbox, label, label1, and ok\_button used in the *Info\_box()* class.

**4.** **If *Info\_box* is inherited from the Window class; we can say for sure that the function *add()* is kept in the Window class.**

**False,**  we cannot assume so, it might have been created from a class of *VBox()* as well.

**5. *Info\_box* box1; would be a valid line of code.**

**False,** we require two string parameters to create an object from *Info\_box()* class.

**6. *add()* and *show\_all\_children()* are in the same class.**

**True,** both of them are the part of ‘Box’ class.

**7. As soon as we create an *Info\_box* object, we will have a GUI pop up with a button, first name and last name (in that order-stacked on top of each other).**

**False,** after creating *Info\_box* object, we should run the program using the command: GTK:Main::run(info\_box).

**8. T can be any type except a string.**

**False,** T can be placeholder for any type including string.

**9. T can be any type except a boolean.**

**False,** since bool is an algebraic type and could work on the template functionality, we can have T as a boolean too.

**10. If n1 was an integer and n2 was a string, the function would not work.**

**True,** the function would not work since we could not add integer type to string type.