**Study Questions from Chapter 1**

1. When a program is considered too expensive to maintain, the developer might decide to \_\_\_\_ the program, and no new version of the program will be released.

Answer: retire

1. In the software development process, the \_\_\_\_ phase is the first and most important step.
2. Design
3. Implementation
4. Analysis
5. Testing and debugging

Answer: C

1. A(n) \_\_\_\_ is a step-by-step problem-solving process in which a solution is arrived at in a finite amount of time.

Answer: algorithm

1. True or False: In object-oriented design (OOD), the first step in the problem-solving process is to identify the components.

Answer: True

1. A statement specifying the condition(s) that must be true before a function is called is known as a(n) \_\_\_\_.

Answer: precondition

1. True or False: Information hiding refers to how we can hide the details of the operations on data.

Answer: True

1. The C++ member access operator is the \_\_\_\_.
2. Dot, . (period)
3. Two semicolons, ::
4. The equal sign, =
5. The plus sign, +

Answer: A

1. True or False: Automatic class scope is destroyed when the program terminates.

Answer: False

1. A(n) \_\_\_\_ is a constructor that has no parameters or has all default parameters.

Answer: default constructor

1. True or False: The three things associated with an ADT are the type name, domain, and set of operations.

Answer: True

11. The components of a class are called the \_\_\_\_ of the class.

Answer: members