

Homework 5

Answer the following questions. Make sure you **add the time and date your work was completed** so it can be seen when reviewed.

1. A class is an expanded concept of a data structure but it can hold two things which are what?
2. The body of a class declaration serves as the 'prototype' of the class. As such it can contain members, and optional ?????? ?????? for access to those members.
3. An access specifier is one of three keywords:
4. private members of a class are accessible only from _____ of the same class or from their friends
5. public members are accessible from _____ where the object is visible
6. A class can include a special function called _____, which is automatically called whenever a new object of this class is created.
7. The class constructor function must have the same _____ as the class,
8. The class constructor cannot have any return type?
9. Constructors can / cannot (circle correct choice) be called explicitly as if they were regular member functions.
10. Constructors are executed when?
11. A destructor is automatically called when?
12. A destructor is called when an object scope of existence has _____?
13. or because it is an object dynamically assigned and is released using the operator _____
14. The use of destructors is especially suitable when an object assigns _____ memory during its lifetime and releases that which the object was allocated
15. A constructor can be overloaded with more than one function which has the same name but with what two different things?

16. When using overloaded functions in application code, the compiler will call which one

17. Constructors, which are automatically called when?

18. the overloaded function executed is the one that does what?

19. It is perfectly valid to create pointers that point to _____

20. We are required to remember that once a class is declared, a class becomes a _____, so we can use the class name as the type for the pointer

21. in order to refer directly to a member of an object pointed by a pointer we use ?

22. what action does the following a default operator perform?

```
int a, b, c;  
a = b + c;
```

23. Is the following example an overloaded operator? Why?

```
struct {  
    string product;  
    float price;  
} a, b, c;  
a = b + c;
```

24. To overload an operator and use it with classes we declare operator functions, which are regular functions whose names are the **operator** keyword followed by what?

25. What keyword represents a pointer to the object whose member function is being executed. It is a pointer to the object itself