Chapter 13

1. What is the difference between a class and an instance of the class?
2. What is a mutator function? What is an accessor function?
3. Is it a good idea to make member variables private? Why or why not?
4. Look at the following function header for a member function.
   ```cpp
   void Circle::getRadius()
   ```
   What is the name of the function?
   What class is the function a member of?
5. What is a constructor? What is a destructor?
6. The two common programming methods in practice today are ______ and ______.
7. ______ is an object's ability to contain and manipulate its own data.
8. The default access specification of class members is ______.
9. Members of a class object may be accessed through a pointer to the object by using the ______ operator.
10. A(n) ______ is automatically called when an object is created.
11. TRUE or FALSE: Private members must be declared before public members.
12. TRUE or FALSE: It is legal to define a pointer to a class object.
13. TRUE or FALSE: Member functions may be overloaded.
14. TRUE or FALSE: You can use the new operator to dynamically allocate an instance of a class.
15. TRUE or FALSE: Destructors cannot take arguments.