Chapter 14
1. Describe the difference between an instance member variable and a static member variable.
2. What is a friend function?
3. What is a memberwise assignment?
4. When should you explicitly define a copy constructor vs using the default constructor?
5. In your opinion, what is the benefit of overloading operators?
6. TRUE or FALSE: Static member variables cannot be accessed by nonstatic member functions.
7. TRUE or FALSE: A friend function has access to the private members of the class declaring it a friend.
8. TRUE or FALSE: An entire class may be declared a friend of another class.
9. TRUE or FALSE: If a class has a pointer as a member, it's a good idea to also have a copy constructor.
10. TRUE or FALSE: It is possible to have an instance of one class as a member of another class.