Questions 1 – 5 refer to the WordData class used in Lab 5.

1. We implemented the default constructor:
   ```cpp
   WordData ();
   ```
   What is the purpose of this default constructor? Write a line of code that will call the default constructor.

2. We implemented the copy constructor:
   ```cpp
   WordData (const WordData & OtherWord);
   ```
   What is the purpose of this copy constructor? Write a line of code that will call the copy constructor.

3. GetWord, GetNumVowels, GetNumConsonants, GetNumDigits, and GetNumSpecialChars are all accessor functions. What is the purpose of an accessor function?

4. SetWord is a mutator function. What is the purpose of a mutator function?

5. Why did we not define mutator functions for vowels, consonants, digits, and specialchars?
Questions 6 refers to the class aClass:

6. Given the following class description and application function, match the statements in the function with the prototypes of the functions they will call from the class.

```cpp
class aClass
{
    public:
        aClass ();
        aClass (const aClass & AC);
        ~aClass ();
        aClass & operator = (const aClass & AC);
        bool operator < (const aClass & AC) const;
        void SetValue (const int & V);
        int GetValue () const;
    private:
        int value;
};

int appFunction ()
{
    int val;
    cin >> val;
    aClass ac1;
    ac1.SetValue (val);
    aClass ac2 = ac1;
    int sum = ac1.GetValue() + ac2.GetValue();
    if (ac1 < ac2)
        ac1 = ac2;
    return sum;
}
```
Questions 7 – 17 refer to the class MyClass:

```cpp
Class MyClass
{
    public:
    private:
        int intfield;
        float fltfield;
        char chrfield;
}
```

7. What is the prototype for the default constructor for MyClass? Where should this prototype be placed?

8. Write an implementation of the default constructor. intfield should be set to -1; fltfield to 123.456; chrfield to ‘?’.

9. What is the prototype for the copy constructor for MyClass? Where should this prototype be placed?

10. Write an implementation of the copy constructor.

11. What is the prototype for a mutator function called SetInt. Where should this prototype be placed?

12. Write an implementation of the mutator function called SetInt. This function should set intfield to the int value passed to the function.

13. What is the prototype for a accessor function called GetInt. Where should this prototype be placed?

14. Write an implementation of the accessor function called GetInt. This function should return the value store in intfield.

15. What is the prototype for a > operator for MyClass? Where should this prototype be placed?

16. Write an implementation of the > operator for MyClass. This function should return true if the product of the intfield and the fltfield in this object is greater than the product of the intfield and the fltfield in the passed object. Otherwise it should return false.

17. Write a function called main that
   a. Declares a variable, called v1, of type MyClass.
   b. Sets the value of intfield in v1 to 5280.
   c. Declares a second variable, called v2, of type MyClass that is a copy of v1.
   d. Sets the value of intfield in v2 to 87.
   e. Writes, to cout, the sum of intfield in v1 and intfield in v2.
   f. Writes, to cout, the string “TRUE” if v1 < v2; writes the string “FALSE” otherwise.