

Answer the following questions.

1. Which of the following stream classes is used for only writing to a file?
 - a) `ofstream`
 - b) `ifstream`
 - c) `fstream`
 - d) `iostream`
2. State True or False. The function `ios::good()` returns true, if the most recent I/O operation on the stream was unsuccessful.
3. What do the following statements do?

```
ofstream stream;  
stream.open("data.txt");
```

 - a) Opens the file `data.txt` for input.
 - b) Opens the file `data.txt` for output, the statement fails if the file already exists.
 - c) Opens the file `data.txt` for output, the contents of the file are destroyed if the file already exists.
 - d) Opens the file `data.txt` for input, the statement fails if the file does not exist.
4. Write a C++ statement that will declare and open a binary file `picture.gif` for input.
5. In C++, what is the command to clear an output stream buffer?
6. State True or False. An `emplace` operation avoids unnecessary copy of object and does the insertion more efficiently than `insert` operation.
7. What does the capacity of a vector refer to in C++?
 - a) The number of elements currently stored in the vector
 - b) The maximum number of elements that can be stored in the vector without the need for reallocation
 - c) The maximum size to which the vector can grow due to implementation limitations
 - d) The unused memory space of the vector
8. Which of the following statements declares a `vector` of integer values.
 - a) `std::vector<integer> vecOfInts;`
 - b) `std::vector<int> <vecOfInts>;`
 - c) `std::vector<int> vecOfInts;`
 - d) `std::vector<int> vecOfInts;`
9. What is true about this statement in C++: `std::vector<int> vecInts(5);`
 - a) Initialize a Vector with 5 integer values, each set to default value of 0.
 - b) Initialize a Vector with 5 integer values.
 - c) Initialize a Vector with 5 integer values, each set to garbage.
 - d) Initialize a Vector with 5 integer values, each set to default value of 1.

10. State True or False. Given an object `ObjA` of the class `A`, the static member `count` of the class can be accessed using the following statement.

```
ObjA.count;
```