

**Answer the following questions:**

1. State True or False. Similar to Java, in C++ all objects are allocated on heap.
2. State True or False. Similar to Java, C++ supports automatic garbage collection.
3. State True or False. The operator << is used for extract inputs from an input stream.
4. State True or False. Namespace members are not visible outside its namespace.
5. State True or False. C++ allows using a **const** qualifier at end of a function to disallow member function from modifying member variables.
6. State True or False. Qualifying a function as **inline** forces the compiler to replace the function call with the code of the function.
7. State True or False. A static member variable is **shared** by all instances of a class.
8. State True or False. The following statement is valid in C++ but not in C.

```
string s ="HELLO";
```

9. State True or False. The following Structure definition is valid in C++.

```
struct base
{
    public:
    int a;
    private:
    int b;
    protected:
    int c;
};
```