1. For the following terms, provide a concise definition for the term in the context of the topics covered so far in the course:
   a. Function Declaration-
   b. Interface File-
   c. Implementation File-
   d. Target-
   e. Dependency-
   f. Algorithm-
   g. Unit Testing-
   h. Members-
   i. Inline Function-
   j. Mutator-
   k. Accessor-
   l. Object-
   m. Instance-

2. Class Structure / Syntax:
   a. What happens if you declare a class object for which no default constructor has been defined?
   b. Where is the only place private members can be directly accessed?
   c. Write the syntax for a non-default constructor for a class named Shape, with two parameters used to set the number of sides and the name, using an initialization list.
   d. Write the general syntax for an inline accessor function called get_name().

3. What is Inheritance? Why can it be useful / more efficient when designing and writing a program? Does a child class have direct access to the private members of its base class? Provide the syntax for a child class to inherit from a base class.