1. Imagine that you have **Candy** and **Toy** classes, and want to have a new class, **CandyToy**, whose instances can be used as either **Candy** or **Toy**.

   (a) What C++ capability should be used?

   (b) Express in C++ the relationship between **Candy**, **Toy** and **CandyToy**.

2. Name one difference in exception handling between C++ and Java. 
   *(Extra credit: Name a second difference.)*

3. An STL "algorithm" is really just a function written in terms of __________.

4. In C, the `f` in an expression such as `f(1)` always refers to a function but in C++ `f` might instead refer to __________.

5. A member function pointer specifies three things: a member function's return type, the function's argument types, and ___________. (1 point)