

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)