Name: _____

In-Class Activity 2

Given the fragments of program code written in C++,

1) Can you implement the default constructor of CheckBoard class on a sheet of paper? Note: "board" is represented as a 2-dimensional array of boolean variables. The default size should be 3 "rows" by 3 "columns", with each cell is set to be false.
2) Can you sketch what happens in memory after Line:14 is executed?
3) How would you explain to a person over the phone about the internal structure of the CheckBoard class?

```
 1|...
 2| class CheckBoard{
 3| public:
 4|...
 5|   CheckBoard();
 6|...
 7| private:
 8|   bool** board;
 9|   int rows;
10|   int columns;
11| };
12|...

13| int main(){
14|   CheckBoard checkBoard;
15|   return 0;
16| }
```