1. Unlike the apstring class the apvector class is actually a template. What is the difference between a normal class and a template class?

2. Why can apvector.cpp not be included in the list of source files in Visual C++ 6?

3. When you create a variable in the apvector class, what are the private variables that get created?

4. What is a destructor function? Why is the destructor necessary to the apvector class?

5. How many constructors are included in the apvector class? Give an example of the use of each.

6. List the operators that are overloaded in the apvector class.

7. Write a function with two apvector integer array parameters (assume the same size) that defines the values of the second to be those of the first but in reverse order. If A contains 5, 7, 13, define B to contain 13, 7, 5.
8. Write a function that returns the product of all the values in its array parameter.

9. Write a program that defines an array of 10 random integers in the range 1 to 100. Display the product of the array's elements by calling the function in problem 8.