1. Here are 2 files:
   Top.cpp:

   #include "Poem.h"
   #include "Poem.h"

   Poem.h:

   Twas Brillig and the Slithy Toves

   #ifndef Poem_h_included
   #define Poem_h_included

   Beware the Jabberwock, my son

   #endif

   Suppose the C/C++ preprocessor preprocesses Top.cpp. What text is produced to pass on
to the compiler? Print it all below.

   (Quiz CONTINUED on the reverse side)
2. void Pile::makeFullDeck()
{
    char SUITS[] = { 'C', 'D', 'H', 'S' };
    char RANKS[] = { '2', '3', '4', '5', '6',
                    '7', '8', '9', 'T', 'J',
                    'Q', 'K', 'A' };
    int aplace = 0;
    for(int i = 0; i < 4; i++)
        for(int j = 0; j < 13; j++)
        {
            cout << "i=" << i << endl;
            cout << "j=" << j << endl;
            cout << "aplace=" << aplace << endl;

            items[aplace].printMe(); cout << endl; //remember, items[aplace] is a Card, // and the Card class printMe() method is: // void Card::printMe() { cout << getRank() << getSuit(); }

            items[aplace].setRank( RANKS[ j ] );
            items[aplace].printMe(); cout << endl;
            items[aplace].setSuit( SUITS[ i ] );
            items[aplace].printMe(); cout << endl;
            aplace++;
        }
    size = 52;
}

Figure out as well as you can and show what the above program prints when it initializes the first 6 (SIX) Cards. Hint: it should print the values of aplace 0, 1, 2, 3, 4, 5. (Write a brief explanation of any problems you encounter.)