Question 1: In C++ programming language, where will you declare the following encapsulated objects:

(a) A static const primitive variable?
(b) A static const non-primitive object?
(c) A const primitive variable?
(d) A const non-primitive object?
(e) A static primitive variable?
(f) A static non-primitive object?

Question 2: In C++ programming language, where will you initialize the following encapsulated objects:

(a) A static const primitive variable?
(b) A static const non-primitive object?
(c) A const primitive variable?
(d) A const non-primitive object?
(e) A static primitive variable?
(f) A static non-primitive object?

Question 3: Can a static method of a class access a static object encapsulated in the public section of the same class? If not, why?

Question 4: Can a static method of a class access a static object encapsulated in the private section of the same class? If not, why?