Go over Quiz #3.

Concept Map

- variable
- class
- encapsulation
- As a class, continue working on the library class.
- Create a library object and write a function called, library_setup(), that initializes all member data to user input. Discuss multiple alternatives for this function.
  - struct
  - constructor
  - destructor

- reference
- pointer

```c
} int main() {
    //create library object
    //call library_setup function

    return 0;
}
```

• Name the “Big Three”.

• When is each of the Big Three called in the example above?
If you have time!

• Define each of the “Big Three”.