Fill in the provided, beginning, skeleton class for the Library Class we began developing last week.

```cpp
struct textbook {
    char** authors;
    char* title;
    int isbn;
};

class Library{
    private:
        textbook* catalog;
        int num_books;
    public:
        void increase_num_books(int num);
        int get_num_books();
        Library();
        ~Library();
    }

Library::Library()

void Library::increase_num_books(int num){

}

int Library::get_num_books(){

}

Library::~Library()

}