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

class Library{
    private:
        textbook* catalog;
        int num_books;

    public:
        Library(int);
        Library(const Library &);
        operater=(const Library &);

};

Library::Library(int num){

}

Library::Library(const Library &other){

}

void Library::operater=(const Library &other){

}