```cpp
#include <iostream>
#include "book.h"

using namespace std;

int main() {
    book b;
    //How should we call the functions?
    set_book(&b);
    print_book(b);
    delete_authors(&b);
    //How would we make a bookshelf? 
    //Do we need to change our functions?
    book* bookshelf = new book[3];
    pop_bookshelf(bookshelf, 3);
    print_bookshelf(bookshelf, 3);
    delete_bookshelf(&bookshelf, 3);
    return 0;
}
```