Go over Quiz #2.

Assignment #2
Talk about the assignment and discuss any questions.

Learning about classes:
As a class with your TA, create a library class using the following .h template. The class should use the textbook struct created last week and allow for typical library functionalities such as searching for books, borrowing and returning books. You do not have to write the functionality, just think about what the members of a library are and what type of functionality is in a library (it can be an in person or online library)!

class library {
    private:

    public:

};

Now, where would the default constructor and destructor for this class be declared and implemented? Write the implementation.
    library();
    ~library();

What are the accessor and mutator functions?

Where would the functions below be declared and implemented? Write the implementation.
    int get_num_books();
    void increase_num_books(int num);