

```

// Written by Jared Dyreson
// File: Student.hpp
// Initialize Student class with given attributes and functions
#pragma once
#include <string>
using namespace std;
class Student{
    private:
        string name;
        int score, amount;
        // huh, put the array as a mutable object inside the class attributes....
        // if I didn't, I would then need to Initialize it inside of main in Source.cpp and comple
tely defeats the purpose!
        string *names;
        int *scores;
    public:
        void setScore(int s);
        int getScore();
        void setName(string n);
        string getName();
        Student();
        ~Student();
};

```