1) This constructors takes first, family, id and birth and sets the classes private variables by using the setter methods for each of those variables.

2)

Person(std::string first, std::string family, std::string ID, int birth) :

{

given\_name = first;

family\_name = family;

ID\_number = ID;

Birth\_year = brith;

}

3)

Person mark = Person(“Mark”, “McAleese”, ”ABV”, 23);

mark.get\_birth\_year();

4)

Person john = Person();

john.set\_family\_name(“Smith”);

5)

Person\* person3 = new Person(“Mark”, “McAleese”, ”ABV”, 23);

person3->.get\_id\_number();

6)

Person\* person4 = new Person();

person3->set\_birth\_year(29);

7)

Person\* array1 = new Person[385];

array1[13].set\_given\_name("John");

8)

Default one, the parameter less one.

9)

Immutable

10)

It means it will return an unmodifiable value

11)

Given is being passed by reference that can’t be modify

12)

Void it doesn’t return any values

13)

void set\_given\_name(const std::string& given) { given\_name = given; }

Removing const as it will cause the private variables to be unmodifiable