Write a program that defines and tests an ADT named Country. Each Country object should have these attributes and methods:

- ➢ attributes
  - ○ name
  - ○ capital
  - ○ population
- ➢ methods
  - ○ default constructor
  - ○ overloaded constructor that accepts values for attributes
  - ○ destructor
  - ○ accessor & mutator functions
  - ○ a function that predicts and returns what the population will be in 10 years (assume a rate of increase of 1.05% per year)
    - ▪ prototype: float futurePop();
  - ○ a function that returns the Country object (of three) that has the largest population. There will be 2 parameters in the function definition.
    - ▪ prototype: Country largestCountry(Country, Country);
    - ▪ call from the main(): biggestCountry = country1.largestCountry(country2, country3);

The file that tests the Country ADT should use separate functions to...

- ➢ populate a Country object with values for name, capital and population
- ➢ print the values held in a Country object
- ➢ make a copy of a County (taking a Country object as a parameter in the function) and returning the new Country object
- ➢ test the function that returns the population increase of a Country
- ➢ test the function that returns the Country with largest population (of 3)