

```
#include "person.h"
#include "QDebug"
```

```
Person::Person(QString namePerson, QObject *parent) :
    QObject(parent) {
    this->setObjectName(namePerson);
    qDebug() << "Created: " << this->objectName();
}
```

```
Person::~~Person() {
    qDebug() << "Deleted: " << this->objectName();
}
```