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#include <iostream>

#include <string.h>

class Student{
private:
    std::string studentName;
    int studentAge;

public:
    //constructor
    Student(std::string newName = "John Doe", int newAge=18){
        studentName = std::move(newName);
        studentAge = newAge;
        std::cout << "Constructor Called." << std::endl;
    };

    //destructor
    ~Student(){
        std::cout << "Destructor Called." << std::endl;
    }

    //Copy Constructor
    Student(const Student &copyStudent){
        std::cout << "Copy Constructor Called" << std::endl;
        studentName = copyStudent.studentName;
        studentAge = copyStudent.studentAge;
    }

    //Display Attributes
    void printDetails(){
        std::cout << this->studentName << " " << this->studentAge << std::endl;
    }
};
```

```
}  
};
```

```
int main() {  
    const size_t j = 5;  
    Student studentList[j] = {};  
    std::string namesList[j] = {"Carly", "Freddy", "Sam", "Zack", "Cody"};  
    int ageList[j] = {15, 16, 18, 19, 16};  
    15;  
    return 0;  
}
```