





Actors



```
class(actor) person
{
public:
    person() = default;

    std::string get_first_name() const
    {
        return first_name;
    }

    void set_first_name (std::string new_first)
    {
        first_name = new_first;
    }

    // Repeat for last_name

private:
    std::string first_name, last_name;
};
```



metaclass syntax











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};
```





```
class person
{
public:
    std::string get_first_name() const

    void set_first_name (std::string new_first)

private:
    mutable __person person;
};
```