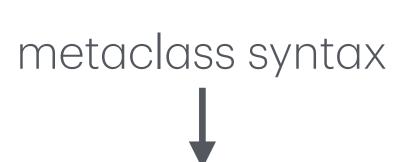






```
class(actor) person
public:
    person() = default;
    std::string get_first_name() const
        return first_name;
    void set_first_name (std::string new_first)
        first name = new first;
    // Repeat for last name
private:
    std::string first_name, last_name;
};
```













```
metaclass syntax
```

```
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;
```





```
class person
public:
    std::string get_first_name() const
   void set_first_name (std::string new_first)
private:
    mutable __person person;
```