```cpp
#include "book.h"

class Library
{
public:
  Library();          //Default constructor. Default capacity of this library is 100
  Library(int);       //Constructor with a capacity for this library
  Library::Library(const Library & rhs); //Copy Constructor
  ~Library();          //Destructor that cleans up dynamically allocated memories when
this library is destroyed.

  //Return true if a book with isbn of "s" is in this library, otherwise return
false
  bool searchBook(int s);

  //Insert a book pointed by "b" into this library
  void insertBook(Book * b);

  //Delete a book with isbn of "s" from this library
  void deleteBook(int s);

  //Print all the book in this library
  void printLibrary();

  //Print the number of books in this library
  int numBooksInLibrary();

  //Get the capacity of this library
  int getCapacity();

private:
  int capacity;  //The maximum number of books this library could house
  int numOfBooks;    //The number of books in the library presently
  Book * books;  //A pointer to an array of books in this library
};
```