Problem 1:

Using good coding practices, create a class Student and another called StudentClub. StudentClub should have the fields President, Vice-President, Secretary, and Treasurer, all of which should be pointers to a Student object. In this way, the same student could hold different offices. In addition, StudentClub should have a club_members field, which should be a vector of pointers to Student objects.

Your class definition should include (but not limited to) the following constructor and member functions.

```
StudentClub(Student* p, Student* v, Student* s, Student* t,
    vector<Student*> m);
Student* get_president() const;
Student* get_vice_president() const;
Student* get_secretary() const;
Student* get_treasurer() const;
vector<Student*> get_members() const;
void add_member(Student* s);
size_t number_members() const;
```

Finally, create a main function to test your classes such that it prompts the user for the name of the club officers and its members. Then, it prints out the club officers and the number of members. Figure 1 shows a sample output.

```
President: Hellen Garcia

Vice-President: Daniel Fisher

Secretary: Daniel Fisher

Treasurer: Hellen Garcia

New Member (Q to quit): Janet Dove

New Member (Q to quit): Maria Wang

New Member (Q to quit): Q

MATHLETES( 4 total members)

President: Hellen Garcia

Vice President: Daniel Fisher

Secretary: Daniel Fisher

Treasurer: Hellen Garcia
```

Figure 1: sample output.

Good Coding Practices:

- think about cross-platform. Don't use Windows or Mac only commands. For example, pause == cin.get() twice, write many \n vs. system(clear) or system('cls).
- passing objects by reference & or const & when possible
- using field initializer list when possible in all constructors

Instructions for submission:

- Name your files exactly hw2.cpp, Student.h, Student.cpp, StudentClub.h, and StudentClub.cpp.
- You may not use #include "stdafx.h".
- Add code description in the comment at the beginning of the file. A sample description may look like:

```
/*
PIC 10B 2A, Homework 1
Purpose: Tic-tac-toe game
Author: Hanqin Cai
Date: 10/10/2019
*/
```

• Submit your header files and source codes to BurinLearn in separate files. Only .h and .cpp files should be uploaded.