

Project 1 (Part A): MemberType Class

For this project, you will be creating an application that displays a list of donors and their respective donations. The project has several parts; you will need to implement each part **before** starting the new one.

Create a project that contains a **MemberType** class (you will need to create the **MemberType.h** and **MemberType.cpp**) with the following requirements:

- **Member variables**
 - A member's first name stored as a string
 - A member's last name stored as a string
 - A member's membership number stored as an int
- **Default constructor**
 - Initializes the membership number to 0.
 - (Why there is no need to initialize the first and last names?)
- **Overloaded constructor**
 - **Parameters:** first name, last name, and membership number (in this order)
 - Initializes all member variables to the given values.
- Function **setMemberInfo()**
 - **Parameters:** first name, last name, and membership number (in this order)
 - Re-sets the first name, the last name, and the membership number of a member to the new values passed.
- Function **getFirstName()**
 - Returns the member's first name
- Function **getLastName()**
 - Returns the member's last name
- Function **getMembershipNo()**
 - Returns the membership number
- Function **printName()**
 - Prints the member's last and first name in the following format:
Lastname, Firstname
- Function **printMemberInfo()**
 - Prints the member's membership number, first name, and last name in the following format:
- FirstName LastName
where *#####* is replaced by the membership number.
- **Destructor**

Add a **Main.cpp** file to **test** your functions.

Make sure you consider when to

- Pass by reference
- Use a **const** modifier for your parameter
- Use a **const** modifier for your function