Assignment 19
In class exercise given Friday April 5.

This exercise involves the use of pointers to objects, like were shown on Monday April 1.

Imagine that you run a bed and breakfast that gets a lot of foreign visitors.

Write a class called Visitor that has three variables of type string. One variable is called name, one is called morning and one is called night. Define three setters for the name, morning, and night strings. Define two additional methods called greetMorning and greetNight that use cout to print the morning and night strings followed by a space and then the name.

Define a function called speakEnglish, that takes a Visitor object as a pointer and uses the object's two setters to set the two strings to "Good morning" and "Good night". Define another function called speakDutch, that takes a Visitor object as a pointer and sets the two strings to "Guetemorgen" and "Slaap lekker". Define a similar functions for at least one other language.

In a main function, declare three different Visitor objects, give each object the name of a house guest, using the setName method, and a language in which to greet the guest, using the above functions. Then greet each guest. The output should look like the following.

```
Time for bed.
Good night Mary.
Slaap lekker Jaap.
Buenas noches Carlos.
Breakfast time.
Good morning Mary.
Guetemorgen Jaap.
Buenos dias Carlos.
```