#### Given the class definition:

class Book {

public:

Book(const char\*);

~Book();

void display();

private:

char\* name;

};

* Implement Book's constructor and destructor so that the following program does not crash at runtime:

Book \* pBook = new Book("To Kill a Mockingbird");

pBook->display();

delete pBook;

* Output:

Book: To Kill a Mockingbird

**For example:**

| **Test** | **Input** | **Result** |
| --- | --- | --- |
| 1 | To Kill a Mockingbird | Book: To Kill a Mockingbird  Deleted |