Project 1 (Part A) – PersonType Class

Create a project that contains a **PersonType class** with the following requirements:

- **Member variables**
  - A person's first name stored as a string
  - A person's last name stored as a string
  - A person's social security number stored as an int
- **Default constructor**
  - Initializes the social security number to 0.
  - (Why there is no need to initialize the first and last names?)
- **Overloaded constructor**
  - **Parameters:** first name, last name, and social security number
  - Initializes all member variables to the given values.
- Function **setPersonInfo( )**
  - **Parameters:** first name, last name, and social security number
  - Re-sets the first name, the last name, and the social security number of a person to the new values passed
- Function **getFirstName( )**
  - Returns the person's first name
- Function **getLastName( )**
  - Returns the person's last name
- Function **getSSN**
  - Returns the candidate's social security number.
- Function **printName( )**
  - Prints the person's last and first name in the following format:

    Lastname, Firstname
- Function **printPersonInfo( )**
  - Prints the person's social security number, first name, and last name in the following format:

    `###-##-#### FirstName LastName`
  - Calls the function **printSSN( )** to format the social security number.
- Function **printSSN( )**
  - Formats the social security number by separating the number with dashes and outputs it the formatted string.
- **Destructor**

Make sure you consider when to:

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

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

➔ **No need to turn in this part of the project.**