main.cpp

#include "show.h"

Function Implementation your directory

#define SHOW

# include <iostream>

Iostream System-header

#include <iostream>

#include <iostream>
class Database {
  private:
    bool findShow(char name[100]);
    void displayAll();
    ~Display();
  public:
    Database();
    ~Database();
    Library(int num);
}
This goes right in to the constructor as "num".

value

scifi (500),

If main() {
    // Library

    #include "Show_h"

    main() {
library :: ArrayAny (int num)

show = new movie [size];

n = size-of-ArrayAny == 0

n = if n == 0 then True

how many shows

library :: ArrayAny (int num)

show = new movie [size];

n = size-of-ArrayAny == 0

n = if n == 0 then True

how many shows

library :: ArrayAny (const size)

include "shows.h"
library::~library() { // destructor
    // clean up shop at end of a library
    delete E; // deallocate all dynamic memory
    shows = NULL;
}

} // show.cpp