Question: Assume the existence of a `String` class which defines all the constructors, operators, and destructors that are used in the snippet below. Next to every line that invokes one of these methods, write the name of the invoked method and the original name of the variable it is invoked on. For example, the destructor for `domingoMontoya` is called when it is explicitly `deleted` in `Kill()`, so you would write "`dtor, DM`".

You may abbreviate constructor as "ctor", copy constructor as "cctor", assignment operator as "op=" and destructor as "dtor", and "Domingo Montoya" as "DM", "Inigo Montoya" as "IM", and "Tyrone Rugen" as "TR".

	Invocations
```void Kill(String *p) { delete p; }```	dtor, DM
```String& PrepareToDie(String &s) { s = ""; return s; }```	ctor, anon; op=, TR; dtor, anon
```int main (int argc, char **argv) { String *domingoMontoya = new String;```	ctor
`  String inigoMontoya = *domingoMontoya;`	cctor, IM
``` inigoMontoya = "hello, my name is inigo montoya";```	ctor, anon; op=, IM; dtor, anon
`  String tyroneRugen;`	ctor
`  Kill(domingoMontoya);`	N/A
`  String &finalWords = PrepareToDie(tyroneRugen);`	N/A
``` return 0; }```	dtor, IM; dtor TR