

```
1  #ifndef WATER_H
2  #define WATER_H
3
4  class Water {
5      friend void qualCust(Water &d);
6  private:
7      int consumption;
8      int getTh(void); //utility helper func
9  public:
10
11      Water(int c = 0); //constructor
12      ~Water(void);     //destructor
13      double calcBill(void);
14      void setCon(void); //access func
15      int getCon(void);  // access func
16 };
17 #endif
```