pch.h	Main.cpp
```cpp\n#pragma once\n#ifndef PCH_H\n#define PCH_H\n#include <iostream>\n#include "CLb.h"\n#include "CLa.h"\n#endif //PCH_H\n\nusing namespace std;\n```	```cpp\n#include "pch.h"\nusing namespace System;\nvoid main(void) {\n int pause;\n CLa oa;\n CLb ob;\n CLb* pb;\n pb = &ob;\n oa.ma1();\n oa.ma2();\n oa.ma3(ob);\n oa.ma4(*pb);\n oa.ma5(pb);\n cin >> pause;\n}\n```

CLa.h	CLa.cpp
```cpp\n#include "pch.h"\n\nclass CLa {\n\nprivate:\n CLb b1;\n CLb* p1;\n\npublic:\n void ma1(void);\n void ma2(void);\n void ma3(CLb);\n void ma4(CLb&);\n void ma5(CLb*);\n\n};\n```	```cpp\n#include "pch.h"\n\nvoid CLa::ma1(void) {\n cout << "Je travaille pour CLa" << endl;\n this->b1.mb();\n}\nvoid CLa::ma2(void) {\n cout << "Je travaille pour CLa" << endl;\n this->p1 = new CLb();\n this->p1->mb();\n}\nvoid CLa::ma3(CLb ov) {\n cout << "Je travaille pour CLa" << endl;\n ov.mb();\n}\nvoid CLa::ma4(CLb& oa) {\n cout << "Je travaille pour CLa" << endl;\n oa.mb();\n}\nvoid CLa::ma5(CLb* op) {\n cout << "Je travaille pour CLa" << endl;\n op->mb();\n}\n```

CLb.h	CLb.cpp
```cpp\n#include "pch.h"\n\nclass CLb {\n\npublic:\n void mb(void);\n\n};\n```	```cpp\n#include "pch.h"\n\nvoid CLb::mb(void) {\n cout << "Je travaille pour CLb" <<\nendl;\n}\n```