# myClass.h

#include <iostream>

#pragma once

class myClass {

public:

void Func(void);

int getNumber(void);

private:

const int number = 5 ;

};

# myClass.cpp

#include <iostream>

#include "myClass.h"

using std::cout;

using std::endl;

void myClass::Func(void){

cout << "this is a test function :)" << endl;

}

int myClass::getNumber(void){

return number;

}

#main.cpp

#include <iostream>

#include "myClass.h"

using std::cout;

using std::endl;

int main(){

myClass a;

cout << a.getNumber() <<endl;

a.Func();

return 0;

}

% g++ main.cpp myClass.cpp -o out

% ./out