

TheTraitor::Role

```
+ Role()=delete  
+ virtual ~Role()=default  
+ std::string getName  
    () const  
+ std::vector< Action  
    * > getPublicActions  
    () const  
+ virtual std::vector  
    < SecretAction * > getSecret  
    Actions() const =0  
# Role(std::string name)
```



TheTraitor::Innocent

```
+ Innocent()  
+ std::vector< SecretAction  
    * > getSecretActions()  
    const override
```