```cpp
// Header file ParticleType.hpp - Luca Morelli 2021

#ifndef PARTICLETYPE_HPP
#define PARTICLETYPE_HPP

#include <iostream>
#include <string>

class ParticleType {
  // Data Members
  std::string const name_;
  double const mass_;
  int const charge_;

 public:
  // Constructor declaration
  ParticleType(std::string name, double mass, int charge)
      : name_{name}, mass_{mass}, charge_{charge} {}

  // Member function declaration
  virtual void print() const;
  std::string const& getName() const;
  double getMass() const;
  int getCharge() const;
  virtual double getWidth() const;
};

// Operator overload
std::ostream& operator<<(std::ostream& os, ParticleType const& particleType);

#endif
```