```cpp
// Implementation of ParticleType.hpp - Luca Morelli 2021

#include "ParticleType.hpp"

#include <iostream>
#include <string>

// Member function definitions
void ParticleType::print() const {
  std::cout << '|' << name_ << "|Mass:" << mass_ << "Kg|Charge:" << charge_
            << "C|";
}

std::string const& ParticleType::getName() const { return name_; }

double ParticleType::getMass() const { return mass_; }

int ParticleType::getCharge() const { return charge_; }

double ParticleType::getWidth() const { return 0; }

// Operator overload definition
std::ostream& operator<<(std::ostream& os, ParticleType const& particleType) {
  particleType.print();
  return os;
}
```