Q1 You are provided with declaration of two classes, Income and Expense which simulate the cash of a retail business. Your task is to ensure that cash levels are accurately tracked between both classes without making any global variable.

```
class Income {
public:
    void recordIncome(double amount);
};

class Expense {
public:
    void recordExpense(double amount);
};
```

Code for only following question:

1) *Create a Singleton class named 'CashFlowManager' to keep track of business cash flow. This class should have a double attribute to maintain cash amount.*

2) *Complete the implementation of 'Income' and 'Expense' class functions, and show its usage in main.*

```
class CashFlowManager {
private:
    static CashFlowManager* instance;
    double cashAmount;
    CashFlowManager() : cashAmount(0.0) {}

public:


    static CashFlowManager* getInstance() {
        if (instance == nullptr) {
            instance = new CashFlowManager();
        }
        return instance;
    }

    void addCash(double amount) {
        cashAmount += amount;

    }

    void subtractCash(double amount) {
        cashAmount -= amount;

    }
};

// Initialize static member of CashFlowManager
CashFlowManager* CashFlowManager::instance = nullptr;

class Income {
public:
    void recordIncome(double amount) {
        CashFlowManager::getInstance()->addCash(amount);
    }
};
```

```cpp
class Expense {
public:
    void recordExpense(double amount) {
        CashFlowManager::getInstance()->subtractCash(amount);
    }
};

int main() {
    Income income;
    Expense expense;
    income.recordIncome(500.0);
    expense.recordExpense(200.0);


    return 0;
}
```