
```
#ifndef _OPTIONMENU_
#define _OPTIONMENU_

#include <string>
#include <vector>

using namespace std;

class OptionMenu
{
    string nom_;
    string description_;
public:
    OptionMenu(const string &nom, const string &description);
    string getNom() const { return nom_; }
    string getDescription() const { return description_; }
};

#endif
```