```cpp
Country.h
class Country{
    private: //atributos
        static int total_countries;
        int id_country;
        string country_name;
        HealthStats country_stats;
        vector <Country*> country_neighbours;
        vector <Human*> country_people;
        vector <Human*> country_arrivals;
    public: //metodos
        Country(string s);
        ~Country();
        int get_id();
        string get_name();
        void addHuman(Human * h);
        void removeHuman(Human * h);
        void addNeighbour(Country * c);
        void moveHuman(Human * h);
        bool hasVisiblyInfectious();
        bool hasInfectious();
        vector <Country *> get_countryneighbours();
        vector <Human *> get_countryresidents();
        void UpdateHealthStats();
        int get_healthypeople();
        int get_infectedpeople();
        int get_sickpeople();
        int get_immunepeople();
        int get_deadpeople();
        int get_infectiouspeople();
        int get_visiblyinfectiouspeople();
        HealthStats get_countrystats();
        void runHealthActions();
        void processMoves();
};
```

```cpp
Human.h
class Human{
    private: //atributos
        static int total_humans;
        int id_persona;
        int days_until_move;
        HealthState * health;
        Country * country;
    public: //metodos
        Human(Country * c);
        ~Human();
        int get_id();
        void Gen_MoveDays();
        void Become_Healthy();
        void Become_Infected();
        void Become_Sick();
        void Become_Dead();
        void Become_Immune();
        bool isHealthy();
        bool isInfected();
        bool isSick();
        bool isImmune();
        bool isDead();
        bool isInfectious();
        bool isVisiblyInfectious();
        Country * selectDestination();
        void moving(Country * dest_country);
        void passDay();
        Country * get_country();
};
```