```cpp
// ==================== SteppingAction.hh Header File
========================== //
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// Modified by Darren Holland 2020-11-02
// ======================================================================
//
// This file initiates the stepping class
// ======================================================================
//
#ifndef B4aSteppingAction_h
#define B4aSteppingAction_h 1
#include "G4UserSteppingAction.hh"
// ======================================================================
//
class B4DetectorConstruction;
class B4aEventAction;
// ======================================================================
//
class B4aSteppingAction : public G4UserSteppingAction
{
public:
  B4aSteppingAction(//const B4DetectorConstruction* detectorConstruction,
                    B4aEventAction* eventAction);
  virtual ~B4aSteppingAction();
  virtual void UserSteppingAction(const G4Step* step);
private:
  B4aEventAction*  fEventAction;
};
#endif
// ======================================================================
//
```