

```

// ===== 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(B4aEventAction* eventAction);
    virtual ~B4aSteppingAction();
    virtual void UserSteppingAction(const G4Step* step);
private:
    B4aEventAction* fEventAction;
};
#endif
// =====
//

```