```cpp
// ================== RunAction.hh Header File ===============================
//
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// Modified by Darren Holland 2020-11-02
// =========================================================================
//
// This file initiates the run class
// =========================================================================
//
#ifndef B4RunAction_h        // Required
#define B4RunAction_h 1       // Required
#include "G4UserRunAction.hh" // Required
#include "globals.hh"         // Required
// =========================================================================
//
class G4Run;
class B4RunAction : public G4UserRunAction
{
  public:
    B4RunAction();
    virtual ~B4RunAction();

    virtual void BeginOfRunAction(const G4Run* run);
    virtual void  EndOfRunAction(const G4Run* run);
};
#endif
```