```cpp
// =================== ActionInitialization.hh Head File =====================
//
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// Modified by Darren Holland 2020-11-02
// =========================================================================
//
// This file calls/initializes the following classes:
//       - B4PrimaryGeneratorAction
//       - B4RunAction
//       - B4aEventAction
//       - B4aSteppingAction
// =========================================================================
//
#ifndef B4aActionInitialization_h
#define B4aActionInitialization_h 1
#include "G4VUserActionInitialization.hh"
// ========== Detector Construction Class:
class B4DetectorConstruction;
class PrimaryGeneratorAction;
// ========== Action Initialization Class:
class B4aActionInitialization : public G4VUserActionInitialization
{
  public:
    B4aActionInitialization();
    virtual ~B4aActionInitialization();
    virtual void Build() const;
};
#endif
```