

```
#pragma once
#include <iostream>
#include <string>
using namespace std;

class BrugerInterface
{
public:
    void welcomeScreen();
    void userSelection();
private:
    char command;
};

class HomeSS
{
public:
    void startSystem();
    void stopSystem();
private:
    ;
};

class Config
{
public:
    void setHouseAdress();
    void setUnit();
private:
    int unit_adress;
    char house_adress;
};

class OnOff
{
public:
    bool aktiverSystem();
    bool deaktivertSystem();
private:
    ;
};
```