```cpp
// !MenuItem.h
#pragma once
#include "iostream"
#include "functional"

class MenuItem {
private:
std::string title;
int id;
std::function<void()> callback;
public:
MenuItem(int id, std::string title);
MenuItem(int id, std::string title, std::function<void()>
callback);
std::string getTitle();
int getId();
void executeCallback();
~MenuItem();
};

// !MenuItem.cpp
#include "MenuItem.h"

MenuItem::MenuItem(int id, std::string title) {
this→title = title;
this→id = id;
}
MenuItem::MenuItem(int id, std::string title,
std::function<void()> callback) : MenuItem(id, title) {
this→callback = callback;
this→id = id;
}
std::string MenuItem::getTitle() {
return this→title;
}
int MenuItem::getId() {
return this→id;
}
void MenuItem::executeCallback() {
callback();
}

MenuItem::~MenuItem() {}
```