```cpp
// !AUser.h

#pragma once
#include "string"
#include "../Entities/Ticket.h"


class AUser {
protected:
std::string name;
std::string sername;

int age;

std::string login;
std::string password;

public:
virtual Ticket* ticketTransaction() = 0;
};

// !Cashier.h

#pragma once
#include "../Users/AUser.h"

class Cashier : public AUser {
public:
Ticket* ticketTransaction() override;
};

// !Viewer.h

#pragma once
#include "../Users/AUser.h"

class Viewer : public AUser {
private:
Ticket* ticket;
public:
explicit Viewer(Ticket* ticket);

Ticket* ticketTransaction() override;
};

// !Viewer.cpp
#include "../Users/Viewer.h"

Viewer::Viewer(Ticket *ticket) {
this→ticket = ticket;
}

Ticket* Viewer::ticketTransaction() {
std::cout << "Giving ticket to controller" << std::endl;
if (this→ticket) {
return this→ticket;
}
return {};
}
```