#include “main.hpp”

1.cpp

class \_1 {

}

1.hpp

#include “main.hpp”

2.cpp

class\_1;class\_2;

class \_2 : class\_1,class 2

{

}

2.hpp

#include “main.hpp”

int main(){

}

main.cpp

#include “1.hpp”

#include “2.hpp”

main.hpp