```cpp
1  #ifndef PLAYERLEFT_H
2  #define PLAYERLEFT_H
3  #endif
4  #ifndef PLAYER_H
5  #define PLAYER_H
6  #include "Player.h"
7  #endif
8
9  class PlayerLeft : public Player {
10     public:
11         PlayerLeft();
12         ~PlayerLeft();
13         void checkInput();
14         void tick();
15         void restart();
16         std::string getType(); //"PLAYERRIGHT", "PLAYERLEFT", "BOTTLE",
                "BACKGROUND", "PLAYER"
17 };
```