PaymentType:

#include <iostream>

#include <cstring>

class PaymentType

{

int paymentTypeID;

std::string paymentTypeDesc;

public:

int getPaymentTypeID();

void setPaymentTypeID(std::string& paymentTypeID);

std::string getPaymentTypeDesc();

void setPaymentTypeDesc(std::string& paymentTypeDesc);

};

Location

#include <iostream>

#include <cstring>

class PaymentType

{

int paymentTypeID;

std::string paymentTypeDesc;

public:

int getPaymentTypeID();

void setPaymentTypeID(std::string& paymentTypeID);

std::string getPaymentTypeDesc();

void setPaymentTypeDesc(std::string& paymentTypeDesc);

};

ProductType

#include <iostream>

#include <cstring>

class ProductType

{

std::string productTypeName;

std::string productTypeDesc;

public:

std::string getProductTypeName();

void setProductTypeName(std::string& productTypeName);

std::string getProductTypeDesc();

void setProductTypeDesc(std::string setProductTypeDesc);

};

DomainController:

#include <iostream>

#include <cstring>

#include "paymentType.h"

#include "location.h"

#include "productType.h"

class DomainController

{

public:

void get(PaymentType& paymentType);

PaymentType\* getPaymentTypes();

void get(Location& location);

Location\* getLocations();

void get(ProductType& productType);

ProductType\* getproductTypes();

};