

```
1 // ConcreteSubject.h
2
3 #ifndef CONCRETESUBJECT_H
4 #define CONCRETESUBJECT_H
5
6 #include "Subject.h"
7
8 class ConcreteSubject : public Subject {
9 private:
10     int m_state;
11 public:
12     int getState() const;
13     void setState(int state);
14 };
15
16 #endif // CONCRETESUBJECT_H
17
```