```
1 #ifndef OUTPUT_H
 2 #define OUTPUT_H
 4 #include <iostream>
 5
 6 #include "Wire.h"
 7
8 using namespace std;
9
10 class Output
11 {
12 public:
13
      // Constructor
14
         Output(string inTag, Wire* input);
15
16
         // Member function definitions
17
        string getTag();
18
         void print();
19
         void poke();
20
21 private: 22 // A
      // Attributes
23
         Wire* connect;
24
         string tag;
25
         string line;
26 };
27
28 #endif
```