

```
1  #include <string>
2
3  using namespace std;
4
5  #ifndef OBJECT_H
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7
8  class Object
9  {
10     public:
11         Object();
12         virtual ~Object();
13
14         string virtual toString() = 0;
15
16         unsigned int getId();
17
18     private:
19         unsigned int id;
20
21 };
22
23 #endif
24
```