

```
/*  
ENTITY A;  
name : STRING;  
friend : B;  
END_ENTITY A;  
*/
```

```
class A : public Step::BaseEntity {  
    [...]  
    std::string getname();  
    void setname(const std::string &);  
  
    B* getfriend();  
    void setfriend(B *);  
    [...]  
};
```