```cpp
1   //HEADER
2
3   #ifndef SOLDIER_H
4   #define SOLDIER_H
5
6   #include "person.h"
7   #include "environment.h"
8
9   class Soldier : public Person
10  {
11
12      public:
13
14          Soldier();
15          void update();
16
17      private:
18
19          string mState;
20
21
22  };
23
24  #endif
25
26  //SOURCE
27
28  #include "soldier.h"
29
30  Soldier::Soldier()
31      : Person()
32  {
33      mState = "";
34  }
35
36  void Soldier::update()
37  {
38      mState = mSubject->state();
39      if(mState == "")
40      {
41          cout << "  The soldier is doing nothing." << endl;
42      }
43      else if(mState == "killing")
44      {
45          cout << "  The soldier is attacking." << endl;
46      }
47      else if(mState == "grenade")
48      {
49          cout << "  The soldier is inspecting." << endl;
50      }
51  }
52
```