

## LoyaltyAccount.hpp

```
struct LoyaltyAccount
```

- A single record of a loyalty account

```
additionalLoyaltyData_, std::optional<std::string> loyaltyBrand_)  
    ng> loyaltyId_, std::optional<std::string>
```

```
std::optional<std::string> entryMode
```

```
std::optional<std::string> identificationType
```

```
std::optional<std::string> identificationSupport  
    tion
```

```
std::optional<std::string> loyaltyId
```

```
std::optional<std::string> additionalLoyaltyData  
    with this loyalty
```

```
std::optional<std::string> loyaltyBrand
```

- Brand of loyalty