

```
1 // hello_world_classes.cpp
2 //
3 #ifdef _WIN32
4     #include <tchar.h>
5     #include <conio.h>
6 #elif (defined __linux__) || (defined _AIX) || (defined __APPLE__)
7     typedef char _TCHAR;
8     #define _tmain main
9 #endif
10
11 #include <iostream>
12 using namespace std;
13
14 #include "hello_class.h" // pripojujeme modul hello_class.cpp + hello_class.h
15
16 void my_getch();
17
18 int main()
19 {
20     unsigned short x;
21     hello_class hello_object; // hello_class je trieda, hello_object je jej objekt
22
23     cout << "\nLanguages:\n 0: English\n 1: Slovak\n"
24           << " 2: Czech\n\nSelect language = ";
25     cin >> x;
26     cout << endl;
27     hello_object.greeting(x); // volame metodu greeting() objektu hello_world
28
29     my_getch();
30     return 0;
31 }
32
33 void my_getch()
34 {
35     #ifdef _WIN32
36         _getch();
37     #else
38         cout << endl;
39     #endif
40 }
41
```