

```

1 // linked_list_simple.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 <stdio.h>
12 #include <iostream>
13 using namespace std;
14
15 #include "LinkedList1.h"
16
17 void my_getch();
18 //-----
19 int _tmain(int argc, _TCHAR* argv[])
20 {
21     int choice, value;
22     TList* integerList_1 = new TList(), * integerList_2 = new TList();
23
24     cout << "\nVyberte si z nasledujuceho menu:" << endl;
25     cout << " 1 Vloz uzol do zoznamu 1 usporiadane od najmensieho po najvacsi"
26         << endl;
27     cout << " 2 Vloz uzol do zoznamu 2 usporiadane od najmensieho po najvacsi"
28         << endl;
29     cout << " 3 Zatried zoznam 1 a zoznam 2" << endl;
30     cout << " 4 Ukonci program\n" << endl;
31
32     do {
33         do {
34             cout << "? ";
35             cin >> choice;
36         } while (choice < 1 || choice > 4);
37
38         switch (choice) {
39             case 1:
40                 cout << "Zadaj hodnotu uzla: ";
41                 cin >> value;
42                 integerList_1->insert(value);
43                 cout << "Zoznam 1 = " << integerList_1 << endl << endl;
44                 break;
45             case 2:
46                 cout << "Zadaj hodnotu uzla: ";
47                 cin >> value;
48                 integerList_2->insert(value);
49                 cout << "Zoznam 2 = " << integerList_2 << endl << endl;
50                 break;
51             case 3:
52                 integerList_1->include(integerList_2);
53                 cout << "Zoznam 1 zatriedeny do Zoznamu 2 dava\nZluceny zoznam = "
54                     << integerList_1 << endl << endl;
55                 break;
56             default: break;
57         }
58     } while (choice != 4);
59
60     delete integerList_2;
61     delete integerList_1;
62
63     my_getch();
64     return 0;
65 }
66 //-----
67 void my_getch()
68 {
69     #ifdef _WIN32
70         _getch();
71     #else
72         cout << endl;
73     #endif

```

74 }
75 //-----
76