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#include <iostream>
#include <fstream>
#include <map>
#include <string>
#include <cctype>
#include <sstream>

using namespace std;

class WordFrequency {
public:
    void readFile(const string& fileName);
    void displayFrequencyTable() const;
    void clearFrequencyTable();

private:
    map<string, int> frequencyTable;
    string cleanWord(const string& word) const;
};

string WordFrequency::cleanWord(const string& word) const {
    string cleanedWord;
    for (char c : word) {
        if (isalnum(c) || c == '-') {
            cleanedWord += tolower(c);
        }
    }
    return cleanedWord;
}

void WordFrequency::readFile(const string& fileName) {
    ifstream file(fileName);
    if (!file.is_open()) {
        cerr << "Unable to open the file." << endl;
        return;
    }

    string line, word;
    while (getline(file, line)) {
        stringstream ss(line);
        while (ss >> word) {
            string cleanedWord = cleanWord(word);
            if (!cleanedWord.empty()) {

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        frequencyTable[cleanedWord]++;
    }
}

file.close();
}

void WordFrequency::displayFrequencyTable() const {
    for (const auto& pair : frequencyTable) {
        cout << pair.first << ": " << pair.second << endl;
    }
}

void WordFrequency::clearFrequencyTable() {
    frequencyTable.clear();
}

void displayFileContents(const string& fileName) {
    ifstream file(fileName);
    if (!file.is_open()) {
        cerr << "Unable to open the file." << endl;
        return;
    }

    string line;
    while (getline(file, line)) {
        cout << line << endl;
    }

    file.close();
}

int main() {
    WordFrequency wf;
    string fileName;
    char choice;

    do {
        cout << "Enter the file name: ";
        cin >> fileName;

        displayFileContents(fileName);
    } while (choice != 'q');
}

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wf.readFile(fileName);  
wf.displayFrequencyTable();  
  
cout << "Do you want to test another file? (y/n): ";  
cin >> choice;  
if (choice == 'y' || choice == 'Y') {  
    wf.clearFrequencyTable();  
}  
} while (choice == 'y' || choice == 'Y');  
  
return 0;  
}
```