

```

#include "itemtype.h"
#include "unsortedtype.h"

int main()
{

    UnsortedType tomList,jerryList;


    ItemType item;
    string name;
    int amount;


    cout<<"Tom's Data: "<<endl;


    for(int i=0;i<6;i++)
    {
        cout<<"\nName: ";
        getline(cin,name);
        cout<<"\nSalami: ";
        cin>>amount;
        getchar();

        item.Initialize(amount,name);
        tomList.InsertItem(item);
    }


    cout<<"Jerry's Data: "<<endl;


    for(int i=0;i<6;i++)
    {
        cout<<"\nName: ";
        getline(cin,name);
        cout<<"\nSalami: ";
        cin>>amount;
        getchar();

        item.Initialize(amount,name);
        jerryList.InsertItem(item);
    }

```

// Solution to problem-1

```
ItemType maxOfTom,tempItem;

tomList.ResetList();
tomList.GetNextItem(maxOfTom);

for(int i=0;i<5;i++)
{
    tomList.GetNextItem(tempItem);
    if(maxOfTom.ComparedTo(tempItem)== LESS)
    {
        maxOfTom = tempItem;
    }
}

tomList.ResetList();

int x;
string n;

maxOfTom.getName(n);
maxOfTom.getValue(x);

cout<<"Tom got maximum salami from: "<<n<<endl;
cout<<"Amount: "<<x<<" BDT"<<endl;
```

// For Solution to problem-2: Following the concept used above,
// find the minimum salami amount details for jerry. Utilize your
// brain cells.

// solution to problem-3

```
int tomsTotal=0,jerrysTotal=0;

tomList.ResetList();
jerryList.ResetList();

ItemType t1,t2;
int x1,x2;

for(int i=0;i<6;i++)
{
    tomList.GetNextItem(t1);
    jerryList.GetNextItem(t2);

    t1.getValue(x1);
    t2.getValue(x2);

    tomsTotal += x1;
    jerrysTotal += x2;
}
```

```

tomList.ResetList();
jerryList.ResetList();

if(tomsTotal>jerrysTotal)
{
    cout<<"Tom won the contest."<<endl;
}

else if(jerrysTotal>tomsTotal)
{
    cout<<"Jerry won the contest."<<endl;
}

else
{
    cout<<"It's a draw!"<<endl;
}

// solution to problem-4:

cout<<"Total salami collected: "<<(tomsTotal+jerrysTotal)<<endl;

return 0;
}

```