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#include <iostream>
#include<fstream>
#include<string>
#include <sstream>
using namespace std;

class ListNode {
public:
    int pro;
    ListNode* next=NULL;
    char myChar;

    ListNode() {
        //The default constructor for not initializing any field
        this->next=NULL;
    }

    ListNode(char myChar,int pro) {
        this->myChar = myChar;
        this->pro = pro;
        this->next = NULL;
    }
};

class LinkedList {
private:
    ListNode* head;
    ListNode* findSpot(ListNode *&newNode) {
        ListNode* current = head;
        while (current->next != NULL) {
            if ((newNode->pro) < (current->next->pro)) {
                break;
            }
            current = current->next;
        }
        return current;
    }

public:
    LinkedList() { //constructor for creating a dummy head
        head = new ListNode();
    }
};

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void listInsert(ListNode*& newNode) {
    ListNode* spot = findSpot(newNode);
    newNode->next = spot->next;
    spot->next = newNode;
}

string printList() { //the print function
    string result = "listHead->";
    ListNode* current = head->next;
    if (current != NULL) {
        char myChar = current->myChar;
        result = result + "('Dummy',0," + "" + myChar + "" + ")->";
    }
    else {
        result = result + "('Dummy','0','NULL')->NULL";
        //cout << result << endl;
        //write to the file
        return result;
    }
    while (current->next != NULL) {

        char newChar = current->myChar;
        int pro = current->pro;
        ostringstream s;
        s << pro;
        string newPro(s.str());

        //cout<<pro<<endl;
        //cout<<charPro<<endl;
        char nextChar = current->next->myChar;
        result = result + "(" + "" + newChar + "," + newPro + "," + nextChar + ")->";
        current = current->next;
    }
    char newChar = current->myChar;
    int pro = current->pro;
    ostringstream s;
    s << pro;
    string newPro(s.str());
    result = result + "(" + "" + newChar + "," + newPro + "," + "NULL" + ")->";
    result = result + "NULL";
    cout << result << endl;
    //write to file
    return result;
}

~LinkedList() { //destructor for memory release

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        while (head != NULL) {
            ListNode* old = head;
            head = head->next;
            delete old;
        }
    }

};

int main(int argc, char** argv)
{
    //cout<<argv[1]<<"dd"<<endl;
    //cout<<argv[2]<<"dd"<<endl;
    ofstream output1;
    ifstream input;
    input.open(argv[1]);
    output1.open(argv[2]);

    LinkedList list;
    while (!input.eof())
    {
        char chr;
        int pro;
        input >> chr;
        input >> pro;
        if (input.eof()) break;
        ListNode* node = new ListNode(chr, pro);
        list.listInsert(node);
    }
    string result=list.printList();
    output1<<result;
    output1.close();
    input.close();

    //list.printList();
    return 0;
}

```