

```
1  #include <iostream>
2  #include <sstream>
3  #include <fstream>
4  #include <string>
5  #include <cstdlib>
6  #include <windows.h>
7  #include "AccidentData.h"
8  #include "DataHandler.h"
9
10 using namespace std;
11
12 int main(void)
13 {
14     char flag = '0';
15     DataHandler handler;
16     while(true) {
17         if (flag == '0') {
18             system("cls");
19             flag = handler.PrintMenu();
20         }
21         if(flag == '1') {
22             handler.DisplayNum_1();
23             Sleep(1500);
24         }
25         if (flag == '2') {
26             handler.DisplayNum_2();
27             Sleep(1500);
28         }
29         if (flag == '3') {
30             handler.DisplayNum_3();
31             Sleep(1500);
32         }
33         flag = '0';
34     }
35     return 0;
36 }
```