The program specification :

1. In the program code you should define the class Car or Building or something else with three different public fields of any data type (but at least one of integer data type).
2. Program should ask the user for the name of the file to open.
3. Program should open the file with name provided by the user in read mode and in a loop till the file end the program should read line by line the values of the subsequent class fields, create the subsequent objects of the class and the program should assign the values obtained from the file to the fields of the created object.

   The example file content:
   Jaime Fernandez 10
   Javier Madueno 20
   Alberto Fernández 30
   The example of the first Person object fields values after the first file line reading operation:
   FirstName<= Jaime
   SecondName<=Fernandez
   Score<=10

   In a case when the data in the file line does not allow to create the new object (incorrect data) the the program should print the number of this line on the screen!!!
4. Program should add every created object to the dynamic table or list (#include<list>) or vector structure (#include<vector>).
5. After reading all file lines program should print on a screen the values of all objects fields for all created objects using table, vector or list iteration.
6. After that the program should ask the user whether to change the values of the any created object fields, add the new object to the table or list or vector or delete the specified object. If the user asks the program to perform the change, addition or removal operation the program should do so.
7. The final operation is to ask the user the name of the output file. The program should open that file in write mode and write all created objects fields values to this file one line per object.
8. All operations related to the user input and the file operations should be enclosed in the try catch blocks in order to handle the exceptions.