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#include <iostream> //includes I/O
#include <iomanip> //includes manipulating the I/O
#include <string> //include working with strings
#include <vector> //includes dynamic array functionalities
using namespace std;

struct AutoTellerMachine
// to represent each customer who uses the ATM program
{
    void CreateNewAccount(string newUsername, string newPassword);
        //creates the user account
    void AccountLogin(string loginUsername, string loginPassword);
        //used to login the user using account details
    void DepositMoney(double depositAmount);
        //func to deposit any amount of money to the account
    void WithdrawMoney(double withdrawalAmount);
        //func to withdraw any amount of money from the account
    void SetAccountLogin(int setAccountLocation);
        //sets the location for the account information in the vector
    void SetLastMoneyMovement(int accountID, double amount);
        //sets what the last action was for that account (dep or withdr)
    void SetBeginningBalance(int accountID);
        //Func that ensures the users account starts as 0 as well as
that it updates when performing withdrawal or deposit
    void SetLastOperation(int accountID, char userInput);
        //defines last action made by user
    void AccountMenu();
        //representing the menu of user choices
    int GetAccountLogin() const;
        //makes sure the account login is in the list
    double GetLastMoneyMovement(int accountID) const;
        //gets the information on most recently performed transaction
    double GetAccountBalance(int accountID) const;
        //shows the users account balance
    double GetBeginningBalance(int accountID) const;
        //retrieves the balance before last performed action
    char GetLastOperation(int accountID) const;
        //gets the last action, ex withdrawal or deposit

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```
string GetUsername(int accountID) const;
    //gets the username of the logged in account

int loggedInAccountLocation;
double accountBalance;
double beginningBalance;
double lastMoneyMovement;
char lastOperation;
string username;
string password;
};
```