Create a class Customer with the following attributes

- customerId which is an integer value
- customerName which is a string value.
- customerType which could be either REGULAR, PREMIUM or VIP
- customerStoreCredits which is a number indicating the amount of balance or credits a customer has in their account.
- Ability to copy a Customer object to construct a new object.
- Ability to gain read-write access to all data members of the class.
- Ability to use << operator to display data values of an object of the Customer class.
- A parameterized constructor to construct a new Customer by passing values for each data member of the class.

Create a functionalities.h and functionalities.cpp file with the following functions

- A function to find and return a container of Customer objects whose customerType matches the type passed as the second argument.
- A function to return a container of all Customer instances whose customerStoreCredits are between 100 and 200 (both values included).
- A function to find the average customerStoreCredits of all customers whose customer type matches the type provided as the second argument.

Demonstrate all functionalities by creating an appropriate main function and invoking all relevant functionalities.