The approach I took to safely handle user input was limiting the maximum number of characters the user could input through the std::cin.getline(s, n, delim) method. I had to define a preprocessor directive to add one to n depending on whether the program was built on Windows. This means that the program can be built for macOS or Linux and still work as expected.

In the screenshot below, I entered 40 characters to test, and the entered characters were truncated to 20 without affecting the account number.

