

Ride_Sharing_Dispatch_Simulator

```
#include <iostream>
#include <queue>
#include <string>
using namespace std;

struct Ride {
    string rider;
    string driver;
};

int main() {
    queue<string> riders;
    queue<string> drivers;
    int choice;
    do {
        cout << "1. Add Rider\n2. Add Driver\n3. Assign Ride\n4. Exit\nEnter choice: ";
        cin >> choice;
        if (choice == 1) {
            string name;
            cout << "Enter rider name: ";
            cin >> name;
            riders.push(name);
        } else if (choice == 2) {
            string name;
            cout << "Enter driver name: ";
            cin >> name;
            drivers.push(name);
        } else if (choice == 3) {
            if (!riders.empty() && !drivers.empty()) {
                cout << "Assigned " << riders.front() << " to " << drivers.front() << "\n";
                riders.pop();
                drivers.pop();
            } else {
                cout << "Not enough riders or drivers available\n";
            }
        }
    } while (choice != 4);
    return 0;
}
```