Programming Assignment #4A
An ATM-like Service Program

Your program should work like an ATM machine that will **repeatedly** display a menu of options, ask the user to enter a character to select one of the options, and serve the user according to the option the user has selected until the user says he/she wants to quit the program.

In the beginning of your main function, you should **(i)** declare a variable of *char* type, for example *char option*, to store the character the user entered for the user's choice of options, **(ii)** declare a variable of *bool* type, for example *bool isInService*, to indicate whether the ATM-like program should still be actively in service, **(iii)** Initialize *isInService* to *true* in the beginning.

Your main function should then set up a *while* loop that will do the things described below on each iteration of the loop and the loop will continue as long as the Boolean variable *isInService* is true.

- Display a menu of three options **L** (to tell whether a given year is a leap year), **D** (to convert a given distance in miles into one in kilometers), and **Q** (to quit).

- Prompt the user to choose one of the options by entering the corresponding character ('**L**', '**D**', or '**Q**'), and your program should then read the input character into the corresponding *char* variable *option*.

- If the user input is the character '**L**', ask the user to provide a year and then tell the user whether it is a leap year.

- If the user input is the character '**D**', ask the user to provide a distance in miles and then tell the user the corresponding distance in kilometers.

- If the user input is the character '**Q**', display a message to thank the user for using the program and say goodbye. **And then set the value of *isInService* to false to end the while loop**.

- If the user input is none of the three characters '**L**', '**D**', or '**Q**', display a message to tell the user it is an unknown option that the program cannot do anything to help.