#include <iostream>

using namespace std;

int main() {

//Variable for game difficulty

string difficulty;

int converteddifficulty;

//Ask user for difficulty

cout << "Enter the difficulty level (Easy, Medium, Hard): ";

cin >> difficulty;

//Converts the string input into an integer

if(difficulty=="Easy"){

converteddifficulty = 1;

}else if(difficulty=="Medium"){

converteddifficulty = 2;

}else{

converteddifficulty = 3;

}

//Output for the chosen difficulty

switch(converteddifficulty) {

case 1:

cout << "You selected Easy difficulty. Enjoy the game!" << endl;

break;

case 2:

cout << "You selected Medium difficulty. Get ready for a challenge!" << endl;

break;

case 3:

cout << "You selected Hard difficulty. Brace yourself for a tough gameplay!" << endl;

break;

}

}