```
1 #include <iostream>
 2 #include <string>
 3 #include <vector>
 4 #include <ctime>
 5 #include <cstdlib>
 6 #include <algorithm>
 7
 8 using namespace std;
10 bool hasUpperCase(const string& password) {
       return any_of(password.begin(), password.end(), ::isupper);
12 }
13
14 bool hasLowerCase(const string& password) {
       return any_of(password.begin(), password.end(), ::islower);
15
16 }
17
18 bool hasDigit(const string& password) {
        return any_of(password.begin(), password.end(), ::isdigit);
20 }
21
22 bool hasSpecialChar(const string& password) {
23
       return password.find_first_of("!@#$%^&*()") != string::npos;
24 }
25
26 string generateStrongPassword(const string& input) {
       string generated = input;
27
28
       // Add missing character types
29
       if (!hasUpperCase(generated)) {
30
           generated += 'A' + (rand() % 26); // Add a random uppercase letter
31
32
       }
33
       if (!hasLowerCase(generated)) {
            generated += 'a' + (rand() % 26); // Add a random lowercase letter
34
35
       if (!hasDigit(generated)) {
36
37
           generated += '0' + (rand() % 10); // Add a random digit
38
       if (!hasSpecialChar(generated)) {
39
            generated += "!@#$%^&*()"[rand() % 10]; // Add a random special
40
              character
41
       }
42
43
       // Shuffle the generated password to ensure randomness
44
       random_shuffle(generated.begin(), generated.end());
45
46
       // Ensure minimum length
47
       while (generated.length() < 12) {</pre>
            generated += 'A' + (rand() % 26); // Add random characters to meet →
48
```

```
length
49
       }
50
       return generated;
51
52 }
53
54 int main() {
       srand(static_cast<unsigned int>(time(0))); // Seed for randomness
55
56
        string password;
57
       cout << "Enter a password to improve its strength: ";</pre>
58
       cin >> password;
59
60
        string strongPassword = generateStrongPassword(password);
61
       cout << "Suggested stronger password: " << strongPassword << endl;</pre>
62
63
       return 0;
64
65 }
66
```