# #include <iostream>

# #include <string>

# using namespace std;

# const int MAX\_ATTEMPTS = 3; // Maximum number of incorrect pin attempts

# const int DEFAULT\_PIN = 0000; // Default pin

# const int DEFAULT\_BALANCE = 1000; // Default balance

# // Function to authenticate the user

# bool authenticate(int pin) {

# int attempts = 0;

# while (attempts < MAX\_ATTEMPTS) {

# if (pin == DEFAULT\_PIN) {

# return true;

# } else {

# attempts++;

# cout << "Incorrect pin. Please try again." << endl;

# cout << "Attempts remaining: " << MAX\_ATTEMPTS - attempts << endl;

# cout << "Enter pin: ";

# cin >> pin;

# }

# }

# cout << "Maximum number of attempts reached. Exiting program." << endl;

# return false;

# }

# // Function to reset or change the pin

# void resetPin(int &pin) {

# int newPin;

# cout << "Enter new pin: ";

# cin >> newPin;

# pin = newPin;

# cout << "Pin successfully changed." << endl;

# }

# // Function to check the balance

# void checkBalance(int balance) {

# cout << "Current balance: $" << balance << endl;

# }

# // Function to send money

# void sendMoney(int &balance) {

# int amount;

# cout << "Enter amount to send: $";

# cin >> amount;

# if (amount > balance) {

# cout << "Insufficient funds." << endl;

# } else {

# balance -= amount;

# cout << "Money sent successfully." << endl;

# }

# }

# int main() {

# int pin = DEFAULT\_PIN;

# int balance = DEFAULT\_BALANCE;

# int option;

# cout << "Welcome to the banking system." << endl;

# while (authenticate(pin)) {

# cout << "Select an option:" << endl;

# cout << "1. Reset/Change Pin" << endl;

# cout << "2. Check Balance" << endl;

# cout << "3. Send Money" << endl;

# cout << "4. Exit" << endl;

# cout << "Enter option: ";

# cin >> option;

# switch (option) {

# case 1:

# resetPin(pin);

# break;

# case 2:

# checkBalance(balance);

# break;

# case 3:

# sendMoney(balance);

# break;

# case 4:

# cout << "Exiting program." << endl;

# return 0;

# default:

# cout << "Invalid option." << endl;

# }

# }

# return 0;

## }