#include <iostream>

#include <vector>

#include <string>

using namespace std;

struct Contact {

string name;

string phone;

};

vector<Contact> contacts;

void createContact() {

string name, phone;

cout << "Enter name: ";

getline(cin, name);

cout << "Enter phone number: ";

getline(cin, phone);

contacts.push\_back({name, phone});

cout << "Contact added successfully!" << endl;

}

void readContacts() {

cout << "Contacts:" << endl;

for (int i = 0; i < contacts.size(); i++) {

cout << "Name: " << contacts[i].name << ", Phone Number: " << contacts[i].phone << endl;

}

}

void updateContact() {

string name;

cout << "Enter the name of the contact to update: ";

getline(cin, name);

for (int i = 0; i < contacts.size(); i++) {

if (contacts[i].name == name) {

cout << "Enter new name: ";

getline(cin, contacts[i].name);

cout << "Enter new phone number: ";

getline(cin, contacts[i].phone);

cout << "Contact updated successfully!" << endl;

return;

}

}

cout << "Contact not found." << endl;

}

void deleteContact() {

string name;

cout << "Enter the name of the contact to delete: ";

getline(cin, name);

for (int i = 0; i < contacts.size(); i++) {

if (contacts[i].name == name) {

contacts.erase(contacts.begin() + i);

cout << "Contact deleted successfully!" << endl;

return;

}

}

cout << "Contact not found." << endl;

}

int main() {

while (true) {

cout << "[1] Create Contact" << endl;

cout << "[2] Read Contacts" << endl;

cout << "[3] Update Contact" << endl;

cout << "[4] Delete Contact" << endl;

cout << "[5] Exit" << endl;

int choice;

cout << "Enter your choice (1-5): ";

cin >> choice;

cin.ignore();

switch (choice) {

case 1:

createContact();

break;

case 2:

readContacts();

break;

case 3:

updateContact();

break;

case 4:

deleteContact();

break;

case 5:

cout << "Exiting..." << endl;

return 0;

default:

cout << "Invalid choice. Please try again." << endl;

}

}

}