Activity   : ATM Simulator

Objective

Simulate a simple ATM system where a user can check their balance, deposit money, withdraw money, and exit the system.

Implementation Steps

1. **Create a new C# Console Application.**
2. **Display your name and the program title at the top.**
3. Start with a balance of `1000.00` and provide the user with the following menu options using **switch**:
   - `1`: Check balance
   - `2`: Deposit money
   - `3`: Withdraw money
   - `4`: Exit
4. Use a **while** loop to keep the program running until the user chooses to exit.
5. Use **if-else** for input validation:
   - For withdrawals, ensure the amount does not exceed the current balance.
   - For deposits, ensure the amount is positive.
6. Use **continue** to prompt the user to re-enter a valid amount for invalid inputs.
7. Use **break** to exit the loop when the user chooses the "Exit" option.
8. Use a **goto** statement if the user enters an invalid menu option, redirecting them back to the menu.

```
ATM Simulator by [Your Name]

    Menu:
    1. Check Balance
    2. Deposit Money
    3. Withdraw Money
    4. Exit

    Enter your choice: 1
    Your current balance is $1000.00

    Menu:
    1. Check Balance
    2. Deposit Money
    3. Withdraw Money
    4. Exit

    Enter your choice: 2
    Enter the amount to deposit: 500
    Deposit successful! Your new balance is $1500.00

    Menu:
    1. Check Balance
    2. Deposit Money
    3. Withdraw Money
    4. Exit

    Enter your choice: 3
    Enter the amount to withdraw: 2000
    Insufficient balance! Please enter a smaller amount.

    Menu:
    1. Check Balance
    2. Deposit Money
    3. Withdraw Money
    4. Exit

    Enter your choice: 4
    Thank you for using the ATM Simulator!
```