## Al-powered Business Process Automation (BPA) application

```
#include <iostream>
#include <cstdlib>
#include <ctime>
class WorkflowEngine {
public:
  void executeWorkflow(const std::string& data) {
    // Simulate workflow execution
    std::cout << "Executing workflow with data: " << data << std::endl;
  }
};
class AIModule {
public:
  std::string analyzeData(const std::string& data) {
    // Simulate data analysis
    return "Analyzing " + data;
  }
  std::string makeDecision(const std::string& analyzedData) {
    // Simulate decision-making
    return (rand() % 2 == 0) ? "Automate" : "Human-in-the-Loop";
  }
};
class HumanInterface {
public:
  std::string getUserDecision(const std::string& data) {
    // Simulate user decision
```

```
std::string userDecision;
    std::cout << "Human decision required. Type 'Approve' to proceed: ";
    std::cin >> userDecision;
    return userDecision;
  }
};
class BPAApplication {
private:
  WorkflowEngine workflowEngine;
  AlModule aiModule;
  HumanInterface humanInterface;
public:
  void run(const std::string& data) {
    // Simulate data-driven decision-making
    std::string analyzedData = aiModule.analyzeData(data);
    std::string decision = aiModule.makeDecision(analyzedData);
    // Simulate adaptive automation
    if (decision == "Automate") {
      workflowEngine.executeWorkflow(data);
    } else if (decision == "Human-in-the-Loop") {
      // Simulate human-in-the-loop integration
      std::string userDecision = humanInterface.getUserDecision(data);
      if (userDecision == "Approve") {
        workflowEngine.executeWorkflow(data);
      } else {
        std::cout << "Workflow halted based on human decision." << std::endl;
      }
    }
```

```
}
};
int main() {
    // Seed for random number generation
    std::srand(static_cast<unsigned>(std::time(nullptr)));

std::string dataInput = "Sample Data";

BPAApplication app;
    app.run(dataInput);

return 0;
}
```