For this activity, I decided to create a string variable “initial\_input” which would hold the user’s initial input. I set a limit width on their input to 21 characters using std::setw(). After they inputting text, I checked if the length of the string was greater than 20, and if it was to notify the user and terminate the program. If it was less than or equal to 20, it would resume and, using strcpy\_s, copy the string onto the char array user\_input and resume the program as expected. This program worked as expected in both depicted scenarios, which shows it properly detected the overflow before it occurred.

Text

Description automatically generatedText

Description automatically generated