Simple basic code for rental car system

Include directives :

- ***#include <iostream>***
  This includes the input-output stream library, which allows you to use cin (for input) and cout (for output).
- ***#include <vector>***
  This includes the vector container from the Standard Library, which is used to store the list of cars in the system.
- ***#include <string>***
  This includes the string library to handle strings, which are used for car makes and models.

Main Function:

Begins here int main() is the starting point of any C++ program.

Defining the Car struct:

struct Car: *A struct in C++ is a user-defined data type that allows you to group together variables (called members) of different types under a single name. In this case, the Car struct has four members:*

- ***string make:*** *Represents the car's make (e.g., "Toyota", "Honda").*
- ***string model:*** *Represents the car's model (e.g., "Camry", "Civic").*

- ***int year****: The year the car was manufactured (e.g., 2020, 2019).*
- ***double pricePerDay:*** *The rental price of the car per day (e.g., 40.0 dollars).*

Initializing the List of Cars:

- ***vector<Car***>: A vector is a dynamic array, meaning its size can grow or shrink as needed. Here, cars is a vector that stores a list of Car objects.
- Each Car object is initialized with data (make, model, year, and pricePerDay). This is done using curly braces {} for each car inside the vector.

Menu Loop:

- ***while (true)****: This creates an infinite loop, which keeps displaying the menu and processing the user's choices until they choose to exit.*
- ***cin >> choice;****: Takes the user's input and stores it in the choice variable. This determines which option the user selects.*

View Available Cars:

- **if (choice == 1):** Checks if the user has chosen option 1 (view available cars).
- **cars.size():** Returns the number of cars in the cars vector.
- **for (int i = 0; i < cars.size(); ++i**): Loops over the cars vector to display each car's details (make, model, year, and price per day). The index i is used to access each car in the vector.

- **cars[i].make, cars[i].model, etc.:** Accesses the individual fields of the Car object using dot notation.

Rent a Car :

- ***else if (choice == 2):*** Checks if the user has chosen option 2 (rent a car).
- ***CarChoice***: A new variable to store the user's choice of car from the list.

Exit:

- ***else if (choice == 3):*** Checks if the user wants to exit the program (choice 3).
- ***break***;: Exits the while(true) loop and ends the program**.**