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Here's a simple login and registration system implemented in C++. This example uses file handling for storage. It consists of a basic console application that allows users to register and log in.

#include <iostream>

#include <fstream>

#include <string>

using namespace std;

void registerUser() {

string username, password;

cout << "Enter a username: ";

cin >> username;

cout << "Enter a password: ";

cin >> password;

// Store user data in a file

ofstream userFile("users.txt", ios::app);

userFile << username << " " << password << endl;

userFile.close();

cout << "Registration successful!\n";

}

bool loginUser() {

string username, password, fileUser, filePass;

cout << "Enter username: ";

cin >> username;

cout << "Enter password: ";

cin >> password;

ifstream userFile("users.txt");

while (userFile >> fileUser >> filePass) {

if (fileUser == username && filePass == password) {

userFile.close();

return true; // Login successful

}

}

userFile.close();

return false; // Login failed

}

int main() {

int choice;

while (true) {

cout << "1. Register\n2. Login\n3. Exit\n";

cout << "Enter your choice: ";

cin >> choice;

switch (choice) {

case 1:

registerUser();

break;

case 2:

if (loginUser()) {

cout << "Login successful!\n";

} else {

cout << "Login failed! Invalid username or password.\n";

}

break;

case 3:

cout << "Exiting...\n";

return 0;

default:

cout << "Invalid choice! Please try again.\n";

}

}

}