

## Solutions to the previous code

To address the concerns and optimize the code while managing unexpected situations, we need to incorporate proper input validation and error handling. Here's the revised code with enhancements to handle these cases:

- We use `fgets()` to read the user's choice in the menu phase, ensuring that the program does not terminate unexpectedly if the user enters a letter other than 'A' or 'B'.
- We validate the user's choice and handle invalid inputs by prompting the user to try again.
- We use `toupper()` to convert the user's choice to uppercase, allowing the program to handle both lowercase and uppercase inputs.
- We adjust the size of the `choice` array to accommodate the newline character read by `fgets()`.