A4: Signup/Login Interface - User Guide

- Max Krauss -

For assignment four, we were tasked to create a signup and login character line interface. Within my implementation, one can login or create a new user. When creating a new user, one is prompted to enter an email, password, name, age and gender. If there is no previous user registered with the same email, the account will be created, and stored into a text file. The data in the text file is loaded into a vector each time the program is run, and each time a new user registers an account. Users can then login to their accounts by means of an email and password. Once successfully logged in, they are presented with a welcome message and their age/gender are displayed on screen. The last option for users is to quit, which exits the program.