class Stock:

def \_init\_(self, symbol, shares, price):

self.symbol = symbol

self.shares = shares

self.price = price

class Portfolio:

def \_init\_(self):

self.stocks = {}

def add\_stock(self, stock):

self.stocks[stock.symbol] = stock

def remove\_stock(self, symbol):

if symbol in self.stocks:

del self.stocks[symbol]

def update\_price(self, symbol, price):

if symbol in self.stocks:

self.stocks[symbol].price = price

def get\_value(self):

total\_value = 0

for stock in self.stocks.values():

total\_value += stock.shares \* stock.price

return total\_value

def print\_portfolio(self):

print("Stock\tShares\tPrice\tValue")

for stock in self.stocks.values():

print(f"{stock.symbol}\t{stock.shares}\t{stock.price}\t{stock.shares \* stock.price}")

def main():

portfolio = Portfolio()

while True:

print("\nOptions:")

print("1. Add stock")

print("2. Remove stock")

print("3. Update price")

print("4. Get portfolio value")

print("5. Print portfolio")

print("6. Quit")

choice = input("Choose an option: ")

if choice == "1":

symbol = input("Enter stock symbol: ")

shares = int(input("Enter number of shares: "))

price = float(input("Enter current price: "))

portfolio.add\_stock(Stock(symbol, shares, price))

elif choice == "2":

symbol = input("Enter stock symbol: ")

portfolio.remove\_stock(symbol)

elif choice == "3":

symbol = input("Enter stock symbol: ")

price = float(input("Enter new price: "))

portfolio.update\_price(symbol, price)

elif choice == "4":

print(f"Portfolio value: {portfolio.get\_value()}")

elif choice == "5":

portfolio.print\_portfolio()

elif choice == "6":

break

else:

print("Invalid choice. Please try again.")

if \_name\_ == "\_main\_":

main(