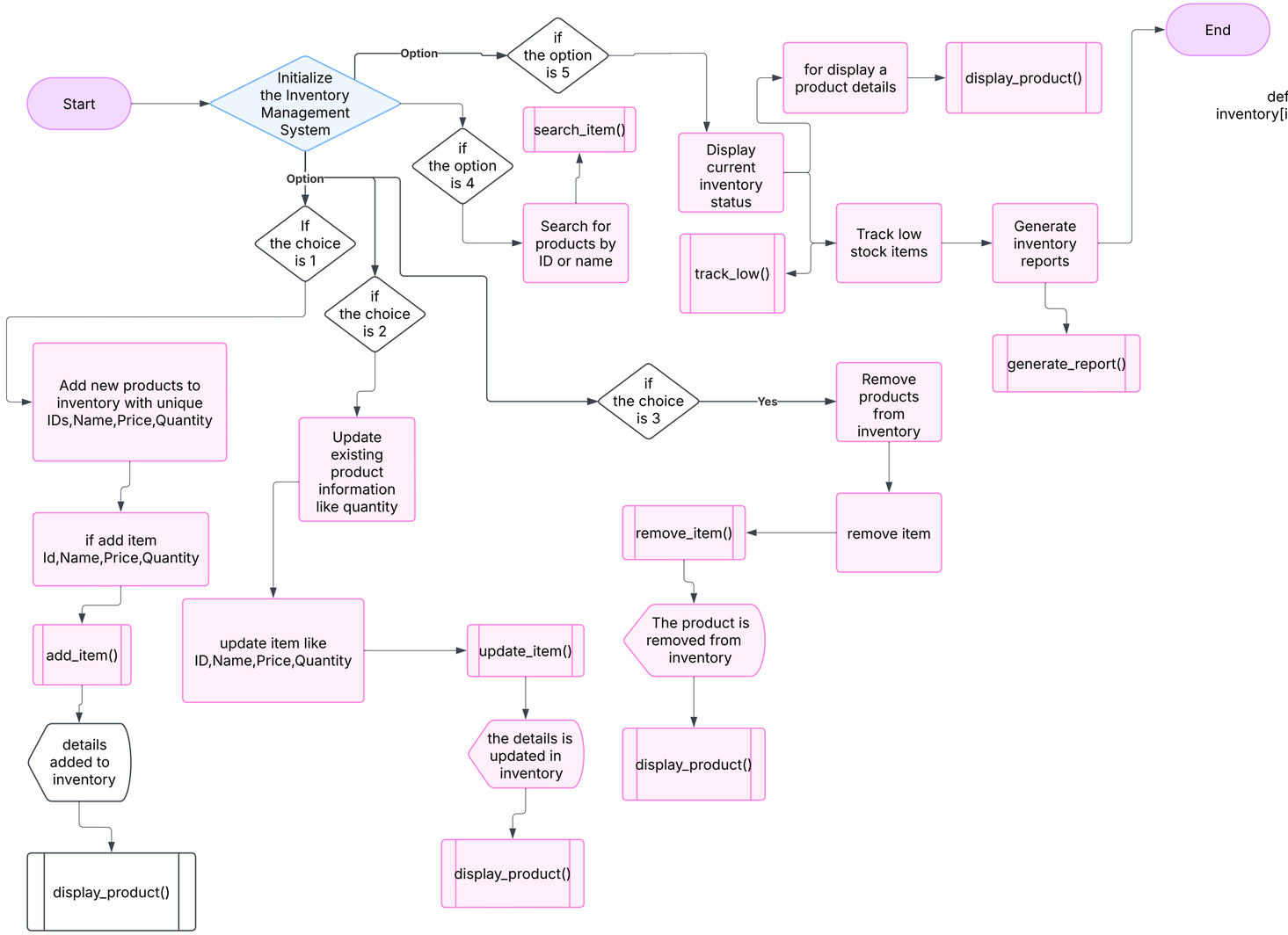


```
# Add Item
def add_item(item_id, name, price, quantity):
inventory[item_id] = {"name": name, "price": price, "quantity":
quantity}
print(f"{name} added!\n")
```

```
# Update Item
def update_item(item_id, quantity):
if item_id in inventory:
inventory[item_id]["quantity"] = quantity
print(f"Item {item_id} updated!\n")
else:
print("Item not found!\n")
```

```
# Remove Item
def remove_item(item_id):
if item_id in inventory:
del inventory[item_id]
print(f"Item {item_id} removed!\n")
else:
print("Item not found!\n")
```

```
# Search Item
def search_item(search):
for item_id, details in inventory.items():
if item_id == search or details["name"].lower()
== search.lower():
print(f"Found - {details}\n")
return
print("Item not found!\n")
```

```
# Display Inventory
def display_inventory():
print("\nCurrent Inventory:")
for item_id, details in inventory.items():
print(f"ID: {item_id}, {details}")
print()
```

```
# Track Low Stock Items
def track_low(threshold=5):
print("\nLow Stock Items:")
for item_id, details in inventory.items():
if details["quantity"] <= threshold:
print(f"ID: {item_id}, {details}")
print()
```