AddressBook Project Algorithm:

1. Initialize the **Contact** class with the following parameters:

a. name
b. email
c. phone
2. Define thestr' method to return a formatted string containing the contact's name, email, and phone number.
3. Initialize the AddressBook class with an empty list to store the contacts.
4. Define the add_contact method to add a new contact to the contacts list.
5. Define the remove_contact method to remove a contact from the contacts list based on their name.
6. Define the display_contacts method to display all the contacts in the AddressBook.

- 7. Initialize the AddressBook class in the main function.
- 8. Create a while loop that displays a menu with the following options:
 - a. Add contact
 - b. Remove contact
 - c. Display contacts
 - d. Exit
- 9. Take input from the user for their choice.
- 10. If the user chooses to add a contact, take input from the user for the contact's name, email, and phone number, create a new Contact object with the input data, and add it to the AddressBook.

- 11. If the user chooses to remove a contact, take input from the user for the contact's name, and remove the contact with that name from the AddressBook.
- 12. If the user chooses to display contacts, call the display_contacts method.
- 13. If the user chooses to exit, break out of the loop.
- 14. If the user enters an invalid choice, display a message asking them to try again.