# Personal Information Manager

## Project Title

**Personal Information Manager (First Python Project)**

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## Introduction

The *Personal Information Manager* is a beginner-friendly Python console application designed to collect, validate, process, and display personal information. This project helps beginners understand basic Python concepts such as variables, functions, loops, input validation, and formatted output.

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## Objectives

- To understand user input handling in Python
- To learn input validation using loops
- To practice functions for code reusability
- To display formatted output using f-strings
- To build confidence with a complete Python program

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## Technologies Used

- **Programming Language:** Python 3
- **Platform:** Console / Terminal

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## Program Features

- Displays a welcome banner
- Stores static personal details
- Accepts user input for favorites
- Validates empty input
- Calculates age in months
- Displays all collected information in a formatted manner

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## Source Code

```python
# Personal Information Manager
# My first Python project

def get_valid_input(message):
    value = input(message).strip()
    while value == "":
        print("Please enter a valid value!")
        value = input(message).strip()
    return value


# Welcome message
print("*" * 40)
print("    PERSONAL INFORMATION ")
print("*" * 40)
print()

# Store static information
name = "Mudavath Rahul Chowhan"
age = 23
city = "Hyderabad"
hobby = "Playing Cricket"

# Get user input
print("Please tell me about yourself:")
print("-" * 30)

favorite_food = get_valid_input("What's your favorite food? ")
favorite_color = get_valid_input("What's your favorite color? ")
favorite_game = get_valid_input("What's your favorite game? ")

# Calculate age in months
age_in_months = age * 12

# Display all information
print()
print("*" * 40)
print("        YOUR INFORMATION")
print("*" * 40)
print()

print(f"Name: {name}")
print(f"Age: {age} years ({age_in_months} months old)")
print(f"City: {city}")
```

```python
print(f"Hobby: {hobby}")
print()
print(f"Favorite Food: {favorite_food}")
print(f"Favorite Color: {favorite_color}")
print(f"Favorite Game: {favorite_game}")
print()

# Goodbye message
print("*" * 40)
print("Thanks for using this program!")
print("*" * 40)
```

## Explanation of the Code

**1. Function:** `get_valid_input()`

This function ensures that the user does not enter empty input. It keeps asking until valid input is provided.

**2. Static Information**

Variables like name, age, city, and hobby store predefined personal details.

**3. User Input Section**

The program asks the user for: - Favorite food - Favorite color - Favorite game

Each input is validated using the function.

**4. Age Calculation**

The age in months is calculated by multiplying the age by 12.

**5. Output Display**

All personal and favorite details are displayed in a clean, formatted way using f-strings.

## Sample Output

```
*******************************
        YOUR INFORMATION
*******************************

```

```
Name: Mudavath Rahul Chowhan
Age: 23 years (276 months old)
City: Hyderabad
Hobby: Playing Cricket

Favorite Food: Biryani
Favorite Color: Blue
Favorite Game: Cricket
```

## Conclusion

This project is a great starting point for learning Python programming. It demonstrates essential programming concepts and can be enhanced further using file handling, object-oriented programming, or database integration.

## Future Enhancements

- Take all details dynamically from the user
- Store data in a file
- Convert the project into an OOP-based program
- Add menu-driven options

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