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### Assignment - wizard inventory
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# example, wizards start with 3 items
inventory = ["wooden staff", "wizard hat", "cloth shoes"]
print('The Wizard Inventory program')
print('')

def command_menu():
    print('how - Show all items')
    print('grab - Grab an item')
    print('drop - Drop an item')
    print('exit - Exit program')
    print('')
    return

def show(): # shows items and indexed to start at 1
    for x in inventory:
        print(inventory.index(x) +1 , x) #starting at 1

    return

def grab_item(): #append array
    Item_name = str(input("Item name: " ))
    if len(inventory) >=4:
        print('You cant carry any more items. Drop something first.')
        print('')
    else:
        inventory.append(Item_name)
        print(Item_name, 'was added.' )
        print('')
    return

def drop_item(): #drop item
    number = int(input('Number: ' ))
    if number >= 4:
        print('no')
        print('')
    else:
        print(inventory.pop(number - 1), 'was dropped.') #reindex the pop position
        print('')
    return

def main(): #main
    command_menu()
    while True:
        x = input('Enter a command: ')
        if x == 'show':
            show()
            print('')

            elif x == 'grab':
                grab_item()

            elif x == 'drop':
                drop_item()

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    else:
        break
print('Bye!')
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if __name__ == '__main__':
    main()
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