```
def main():
  set1 = set()
  set2 = set()
  while True:
    print("\n---- SET OPERATIONS ----\n")
    choice = int(input("1: Insert \n2: Size \n3: Remove \n4: Contains \n5: Union \n6: Intersection
\n7: Subset \n8: Difference \n9: Exit\nEnter Your Choice: "))
    if choice == 1:
       n1 = int(input("Enter the number of elements in set 1: "))
       for i in range(n1):
         data_name = input("Enter element for set 1: ")
         set1.add(data_name)
       n2 = int(input("\nEnter the number of elements in set 2: "))
       for i in range(n2):
         data_name = input("Enter element for set 2: ")
         set2.add(data_name)
       print("Set 1:", set1)
       print("Set 2:", set2)
    elif choice == 2:
       print("Size of set 1:", len(set1))
       print("Size of set 2:", len(set2))
    elif choice == 3:
       print('Remove element from which set? (1 for set 1, 2 for set 2)')
       inp = int(input("Enter your choice: "))
```

```
if inp == 1:
    if set1:
       set1.pop()
       print("Updated Set 1:", set1)
    else:
       print("Set 1 is empty.")
  elif inp == 2:
    if set2:
       set2.pop()
       print("Updated Set 2:", set2)
    else:
       print("Set 2 is empty.")
  else:
    print("Invalid input!")
elif choice == 4:
  ip = input("Enter element you want to check: ")
  if ip in set1:
    print("Set 1 contains the element:", ip)
  if ip in set2:
    print("Set 2 contains the element:", ip)
  if ip not in set1 and ip not in set2:
    print("Element not found in either set.")
elif choice == 5:
  print("Union:", set1.union(set2))
elif choice == 6:
  print("Intersection:", set1.intersection(set2))
elif choice == 7:
```

```
if set1.issubset(set2):
    print("Set 1 is a subset of Set 2")

else:
    print("Set 1 is not a subset of Set 2")

elif choice == 8:
    differ = set2.difference(set1)
    print("Difference (Set2 - Set1):", differ)

elif choice == 9:
    print("Terminated successfully.")
    break

else:
    print("Invalid choice! Please enter a number between 1 and 9.")

# Run the main function
main()
```