class EquipmentManagementSystem:

def \_\_init\_\_(self):

# Define menu options with corresponding descriptions

self.menu\_options = {

"1": "Search Equipment",

"2": "Process Order",

"3": "Issue Equipment",

"4": "Generate Reports",

"5": "Exit"

}

def display\_menu(self):

# Display the menu options to the user

print("\n--- Military Equipment Supply Management System ---")

for option, description in self.menu\_options.items():

print(f"{option}. {description}")

def search\_equipment(self):

# Placeholder for implementing equipment search functionality

pass

def process\_order(self):

# Placeholder for implementing order processing functionality

pass

def issue\_equipment(self):

# Placeholder for implementing equipment issuance functionality

pass

def generate\_reports(self):

# Placeholder for implementing report generation functionality

pass

def run(self):

while True:

self.display\_menu() # Display the menu

choice = input("Select an option: ") # Get user's choice

if choice == "1":

self.search\_equipment() # Call equipment search method

elif choice == "2":

self.process\_order() # Call order processing method

elif choice == "3":

self.issue\_equipment() # Call equipment issuance method

elif choice == "4":

self.generate\_reports() # Call report generation method

elif choice == "5":

print("Exiting the system. Goodbye!")

break # Exit the loop if user chooses to exit

else:

print("Invalid choice. Please select a valid option.")

if \_\_name\_\_ == "\_\_main\_\_":

system = EquipmentManagementSystem() # Create an instance of the system

system.run() # Run the system by calling the run method