

# INVENTORY MANAGEMENT SYSTEM IN PYTHON

*Presented by*

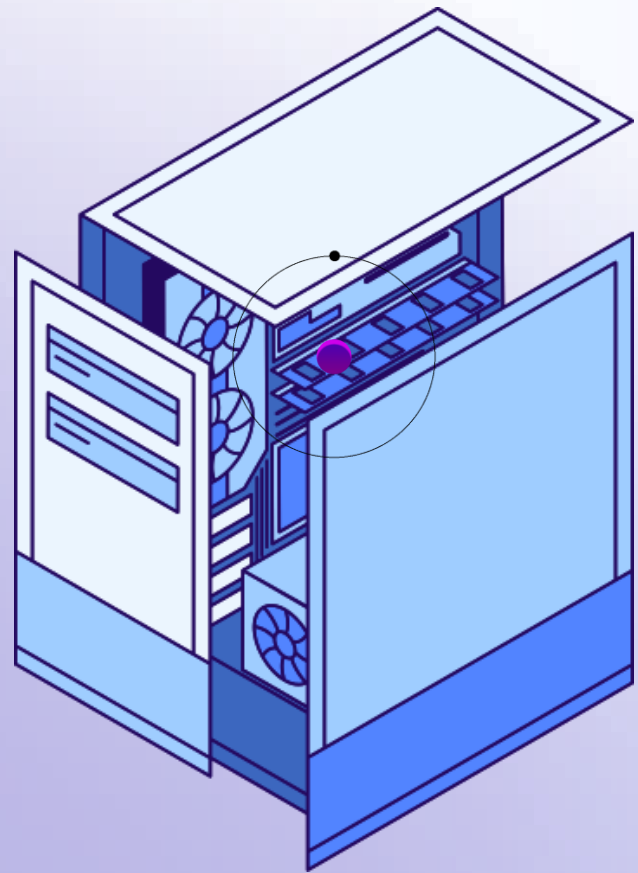
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# INTRODUCTION

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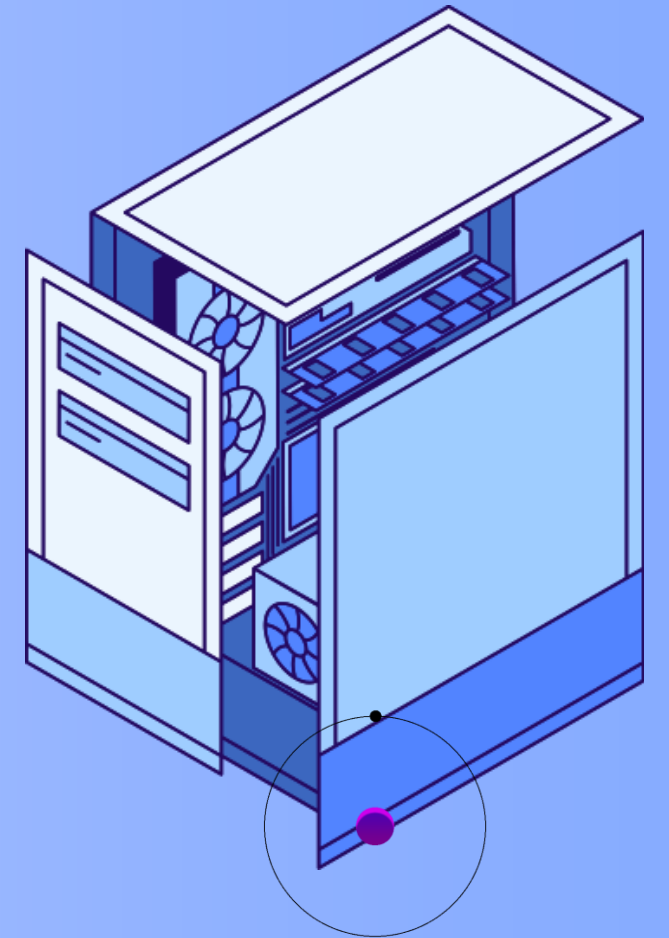


## What is an Inventory Management System?

- A system to track and manage items in an inventory.
- Helps businesses keep track of the stock of products, update quantities, and remove items as necessary.

## Objective:

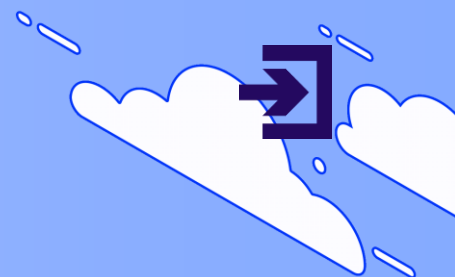
- To build a simple Inventory Management System using Python's object-oriented programming (OOP) principles.





# CONCEPTS COVERED

- **Classes & Objects**
  - Using Python classes to structure the system.
- **Dictionary for Storage**
  - Storing inventory data in a dictionary.
- **Basic Operations**
  - Add Item
  - Update Item
  - Remove Item
  - View Inventory





# THE CODE STRUCTURE

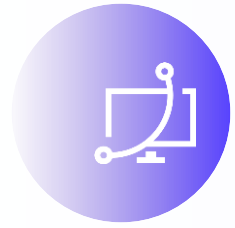
## 1. Inventory Class

- Defines the inventory system and its operations:
  - `add_item()`
  - `update_item()`
  - `remove_item()`
  - `view_inventory()`

## 2. Menu System

- A simple interactive menu that allows the user to:
  - Add items, update, remove, or view the inventory.

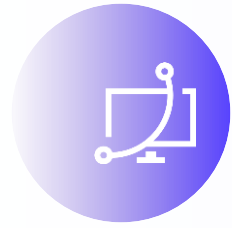
# CLASS DEFINITION - INVENTORY



```
1 class Inventory:
2     def __init__(self):
3         self.items = {} # Store items in format: item_name: quantity
4
5     def add_item(self, item_name, quantity):
6         if item_name in self.items:
7             print(f"{item_name} already exists. Use 'Update Item' to change quantity.")
8         else:
9             self.items[item_name] = quantity
10            print(f"{item_name} added with quantity {quantity}.")
11
12    def update_item(self, item_name, quantity):
13        if item_name in self.items:
14            self.items[item_name] = quantity
15            print(f"{item_name} updated to quantity {quantity}.")
16        else:
17            print(f"{item_name} not found in inventory.")
18
19    def remove_item(self, item_name):
20        if item_name in self.items:
21            del self.items[item_name]
22            print(f"{item_name} removed from inventory.")
23        else:
24            print(f"{item_name} not found in inventory.")
25
26    def view_inventory(self):
27        if not self.items:
28            print("Inventory is empty.")
29        else:
30            print("\n--- Inventory List ---")
31            for name, qty in self.items.items():
32                print(f"{name}: {qty}")
33            print("-----")
```



# MENU SYSTEM



```
35 # Main menu loop
36 def main():
37     inventory = Inventory()
38
39     while True:
40         print("\n=== Inventory Menu ===")
41         print("1. Add Item")
42         print("2. Update Item")
43         print("3. Remove Item")
44         print("4. View Inventory")
45         print("5. Exit")
46         choice = input("Enter your choice (1-5): ")
47
48         if choice == '1':
49             name = input("Enter item name: ")
50             qty = int(input("Enter quantity: "))
51             inventory.add_item(name, qty)
52
53         elif choice == '2':
54             name = input("Enter item name to update: ")
55             qty = int(input("Enter new quantity: "))
56             inventory.update_item(name, qty)
57
58         elif choice == '3':
59             name = input("Enter item name to remove: ")
60             inventory.remove_item(name)
61
62         elif choice == '4':
63             inventory.view_inventory()
64
65         elif choice == '5':
66             print("Exiting Inventory System. Goodbye!")
67             break
68
69         else:
70             print("Invalid choice. Please select from 1 to 5.")
71
72     if __name__ == "__main__":
73         main()
```







# SAMPLE OUTPUT



```
=== Inventory Menu ===  
1. Add Item  
2. Update Item  
3. Remove Item  
4. View Inventory  
5. Exit  
Enter your choice (1-5): 1  
Enter item name: apple  
Enter quantity: 10  
apple added with quantity 10.
```

```
=== Inventory Menu ===  
1. Add Item  
2. Update Item  
3. Remove Item  
4. View Inventory  
5. Exit  
Enter your choice (1-5): 4
```

```
--- Inventory List ---  
apple: 10  
-----
```

```
=== Inventory Menu ===  
1. Add Item  
2. Update Item  
3. Remove Item  
4. View Inventory  
5. Exit  
Enter your choice (1-5): █
```





**THANK YOU!**