**Question:create a Python program for managing the inventory of a grocery store.**

```python
class GroceryStore:
    def __init__(self):  #defining one self inventory
        self.inventory = {}  #creating one empty inventory to add entries

    def add_item(self, item_name, quantity): #adding entries in inventory
        if item_name in self.inventory:
            self.inventory[item_name] += quantity
        else:
            self.inventory[item_name] = quantity
        print(f"Added {quantity} {item_name}(s) to the inventory.")

    def remove_item(self, item_name, quantity):   #remove entries from inventries
        if item_name in self.inventory:
            if self.inventory[item_name] >= quantity:
                self.inventory[item_name] -= quantity
                print(f"Removed {quantity} {item_name}(s) from the inventory.")
            else:
                print(f"Error: Not enough {item_name} in the inventory.")
        else:
            print(f"Error: {item_name} not found in the inventory.")

    def display_inventory(self): #displaying inventory with entries
        print("\nCurrent Inventory:")
        print("-------------------")
        for item, quantity in self.inventory.items():
            print(f"{item}: {quantity}")
        print("-------------------")
        # Example Usage
if __name__ == "__main__":
    grocery_store = GroceryStore()

    while True:
        print("\nOptions:")
        print("1. Add Item to Inventory")
        print("2. Remove Item from Inventory")
        print("3. Display Inventory")
        print("4. Quit")

        choice = input("Enter your choice (1-4): ")

        if choice == "1":
            item_name = input("Enter the item name: ")
            quantity = int(input("Enter the quantity: "))
```

```python
            grocery_store.add_item(item_name, quantity)

        elif choice == "2":
            item_name = input("Enter the item name: ")
            quantity = int(input("Enter the quantity: "))
            grocery_store.remove_item(item_name, quantity)

        elif choice == "3":
            grocery_store.display_inventory()

        elif choice == "4":
            print("Exiting the program. Goodbye!")
            break

        else:
            print("Invalid choice. Please enter a number between 1 and 4.")
```

**Output:**
Options:
1. Add Item to Inventory
2. Remove Item from Inventory
3. Display Inventory
4. Quit
Enter your choice (1-4): 1
Enter the item name: chicken
Enter the quantity: 5
Added 5 chicken(s) to the inventory.

Options:
1. Add Item to Inventory
2. Remove Item from Inventory
3. Display Inventory
4. Quit
Enter your choice (1-4): 3
Current Inventory:
-------------------
chicken: 5
-------------------

Options:
1. Add Item to Inventory
2. Remove Item from Inventory
3. Display Inventory
4. Quit

Enter your choice (1-4): 2
Enter the item name: chicken
Enter the quantity: 2
Removed 2 chicken(s) from the inventory.

Options:
1. Add Item to Inventory
2. Remove Item from Inventory
3. Display Inventory
4. Quit
Enter your choice (1-4):
Invalid choice. Please enter a number between 1 and 4.

Options:
1. Add Item to Inventory
2. Remove Item from Inventory
3. Display Inventory
4. Quit
Enter your choice (1-4): 3
Current Inventory:
-------------------
chicken: 3
-------------------

Options:
1. Add Item to Inventory
2. Remove Item from Inventory
3. Display Inventory
4. Quit