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class Loan:
    def __init__(self, person, item_name):
        self.person = person
        self.item_name = item_name

    def __str__(self):
        return f"Udlånt til: {self.person}, Ting: {self.item_name}"

def display_loans():
    filename = "lend_database.txt"
    with open(filename, "a"):
        pass

    with open(filename, "r") as file:
        lines = file.readlines()
        if not lines:
            print("Ingen udlån registreret.")
        else:
            for line in lines:
                print(line.strip())

def save_loan_to_file(loan):
    filename = "lend_database.txt"
    with open(filename, "a") as file:
        file.write(str(loan) + "\n")
    print(f"Udlån gemt i filen '{filename}'.")

class Menu:
    def __init__(self):
        self.loans = []

    def loan_item(self):
        person = input("Indtast navnet på personen, der låner tingen: ")
        item_name = input("Indtast navnet på ejendelen: ")

        loan = Loan(person, item_name)
        self.loans.append(loan)
        print(f"Udlån til {person} registreret.")

        save_loan_to_file(loan)

menu = Menu()

while True:
    print("\n1. Lån ejendel ud")
    print("2. Vis udlån")
    print("3. Afslut")

    choice = input("Vælg en mulighed (1-3): ")

    if choice == "1":
        menu.loan_item()
    elif choice == "2":
        display_loans()
    elif choice == "3":

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        print("Afslutter programmet.")
        break
    else:
        print("Ugyldigt valg. Prøv igen.")
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