Class ContactManager:

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

self.contacts = {}

def add\_contact(self, name, phone):

self.contacts[name] = {'Phone': phone}

print(f"Contact '{name}' added successfully.")

def view\_contacts(self):

if not self.contacts:

print("No contacts found.")

return

for name, details in self.contacts.items():

print(f"Name: {name}, Phone: {details['Phone']}")

def search\_contact(self, query):

for name, details in self.contacts.items():

if query in name or query in details['Phone']:

print(f"Name: {name}, Phone: {details['Phone']}")

return

print("Contact not found.")

def update\_contact(self, name, phone=None):

if name in self.contacts:

if phone:

self.contacts[name]['Phone'] = phone

print(f"Contact '{name}' updated successfully.")

else:

print("Contact not found.")

def delete\_contact(self, name):

if name in self.contacts:

del self.contacts[name]

print(f"Contact '{name}' deleted successfully.")

else:

print("Contact not found.")

def main():

manager = ContactManager()

while True:

print("\nOptions:")

print("1. Add Contact\n2. View Contacts\n3. Search Contact\n4. Update Contact\n5. Delete Contact\n6. Exit")

choice = input("Enter your choice: ")

if choice == '1':

name = input("Enter Name: ")

phone = input("Enter Phone: ")

manager.add\_contact(name, phone)

elif choice == '2':

manager.view\_contacts()

elif choice == '3':

query = input("Enter Name or Phone to search: ")

manager.search\_contact(query)

elif choice == '4':

name = input("Enter Name to update: ")

phone = input("Enter new Phone (press enter to skip): ")

manager.update\_contact(name, phone or None)

elif choice == '5':

name = input("Enter Name to delete: ")

manager.delete\_contact(name)

elif choice == '6':

print("Exiting...")

break

else:

print("Invalid choice, please try again.")

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

main()