# Define an empty inventory dictionary to store items

inventory = {}

# Function to add a new item to the inventory

def add\_item():

item\_name = input("Enter the item name: ")

quantity = int(input("Enter the quantity: "))

price = float(input("Enter the price: "))

inventory[item\_name] = {"quantity": quantity, "price": price}

print("Item added successfully!")

# Function to update the quantity of an existing item

def update\_quantity():

item\_name = input("Enter the item name: ")

if item\_name in inventory:

new\_quantity = int(input("Enter the new quantity: "))

inventory[item\_name]["quantity"] = new\_quantity

print("Quantity updated successfully!")

else:

print("Item not found in the inventory.")

# Function to view the current inventory

def view\_inventory():

print("\nCurrent Inventory:")

for item, details in inventory.items():

print(f"Item: {item}\t Quantity: {details['quantity']}\t Price: {details['price']}")

print()

# Function to remove an item from the inventory

def remove\_item():

item\_name = input("Enter the item name: ")

if item\_name in inventory:

del inventory[item\_name]

print("Item removed successfully!")

else:

print("Item not found in the inventory.")

# Main program loop

while True:

print("\n\*\*\* Grocery Store Inventory Management \*\*\*")

print("1. Add new item")

print("2. Update quantity")

print("3. View inventory")

print("4. Remove item")

print("5. Exit")

choice = int(input("Enter your choice: "))

if choice == 1:

add\_item()

elif choice == 2:

update\_quantity()

elif choice == 3:

view\_inventory()

elif choice == 4:

remove\_item()

elif choice == 5:

break

else:

print("Invalid choice. Please try again.")

print("Goodbye! Thank you for using the Grocery Store.")