**Assignment: Console-Based User Management System in Python**

**Objective**

Develop a console-based user management system in Python that allows users to register, log in, log out, and change their passwords. The system will use SQLite as the database to store user information securely and operate entirely through console input/output. The application should use only Python's standard library (no external libraries beyond sqlite3 and hashlib).

**Requirements**

1. **User Registration**:
   * Allow users to create an account with a unique username and password.
   * Store passwords securely using SHA-256 hashing.
   * Check for duplicate usernames and prevent registration if the username exists.
   * Store user data (username, hashed password, login status) in an SQLite database.
2. **User Login**:
   * Allow users to log in using their username and password.
   * Verify credentials against the stored hashed password.
   * Prevent login if the user is already logged in.
   * Update login status in the database upon successful login.
3. **User Logout**:
   * Allow logged-in users to log out.
   * Update the login status in the database to reflect the logout.
4. **Password Change**:
   * Allow logged-in users to change their password.
   * Verify the current password before allowing a change.
   * Update the new hashed password in the database.
5. **Console Interface**:
   * Provide a menu-driven interface for users to select actions (register, login, logout, change password, exit).
   * Use getpass for secure password input (hiding input during typing).
   * Display appropriate success/error messages for all actions.
6. **Database**:
   * Use SQLite to store user data in a table named users with columns: username (TEXT, primary key), password (TEXT, hashed), is\_logged\_in (INTEGER, 0 or 1).
   * Initialize the database and table automatically when the program starts.
7. **Security**:
   * Hash passwords using SHA-256 to ensure secure storage.
   * Prevent unauthorized actions (e.g., changing password without logging in).