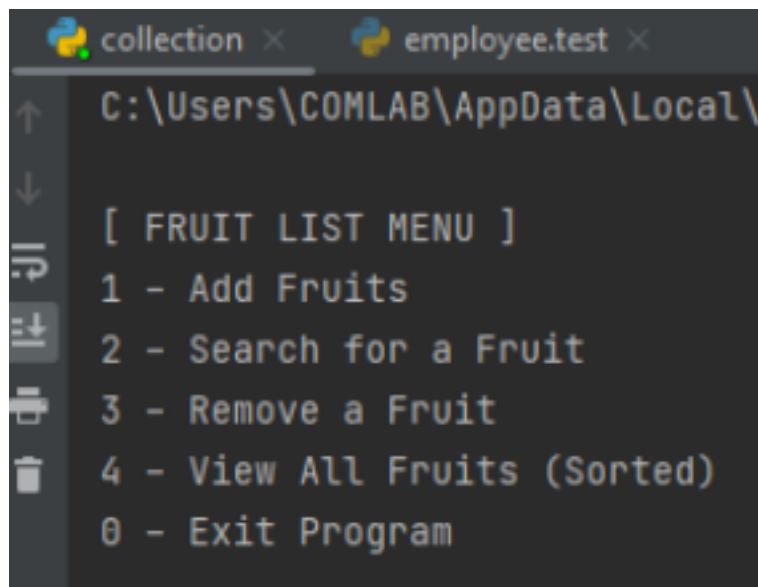


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```
collection.py x employee.py x employee.test.py x shirtClass.py x newest.py x shirtc
1 usage
1  def show_menu():
2      print("\n[ FRUIT LIST MENU ]")
3      print("1 - Add Fruits")
4      print("2 - Search for a Fruit")
5      print("3 - Remove a Fruit")
6      print("4 - View All Fruits (Sorted)")
7      print("0 - Exit Program")
8
9
10 1 usage
10 def add_items(my_list):
11     while True:
12         item = input("Enter fruits to add (type 'x' to stop):").strip()
13         if item.lower() == 'x':
14             break
15         my_list.append(item)
16     print("Fruits added successfully!")
17
18
19 1 usage
19 def search_item(my_list):
20     item = input("Enter fruit to search: ").strip()
21     count = my_list.count(item)
22     if count > 0:
23         print(f"Fruit '{item}' found {count} time(s) in the list.")
24     else:
25         print(f"Fruit '{item}' not found in the list.")
26
27
28 1 usage
28 def remove_item(my_list):
29     item = input("Enter fruit to remove: ").strip()
30     if item in my_list:
31         my_list.remove(item)
32         print(f"Fruit '{item}' removed.")
33     else:
34         print(f"Fruit '{item}' not found - removal unsuccessful.")
35
```

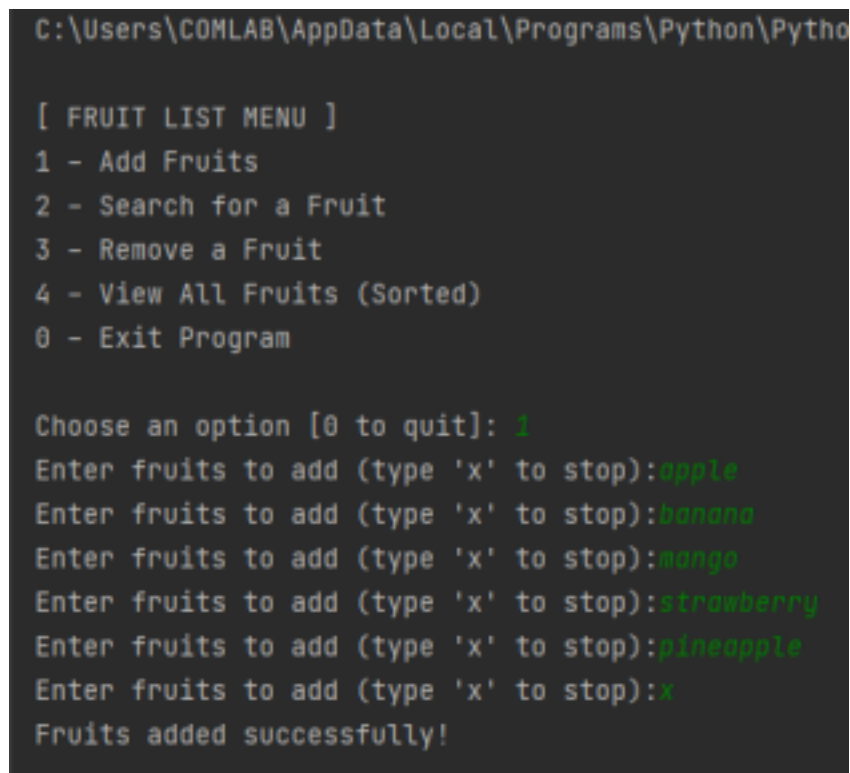
```
collection.py × employee.py × employee.test.py × shirtClass.py × newest.py × shirtC
34     print(f"Fruit '{item}' not found - removal unsuccessful.")
35
36
37     1 usage
38     def view_items_sorted(my_list):
39         if not my_list:
40             print("The fruit list is empty.")
41         else:
42             print("Fruits List (Sorted)")
43             for item in sorted(my_list, key=str.lower):
44                 print(f"- {item}")
45
46     1 usage
47     def main():
48         fruit_list = []
49
50         while True:
51             show_menu()
52             choice = input("\nChoose an option [0 to quit]: ").strip()
53
54             if choice == '1':
55                 add_items(fruit_list)
56             elif choice == '2':
57                 search_item(fruit_list)
58             elif choice == '3':
59                 remove_item(fruit_list)
60             elif choice == '4':
61                 view_items_sorted(fruit_list)
62             elif choice == '0':
63                 print("Exiting program. Goodbye!")
64                 break
65             else:
66                 print("Invalid option. Please enter a number from 0 to 4.")
67
68     # Run the program
69     main()
70
```



```
collection × employee.test ×
C:\Users\COMLAB\AppData\Local\

[ FRUIT LIST MENU ]
1 - Add Fruits
2 - Search for a Fruit
3 - Remove a Fruit
4 - View All Fruits (Sorted)
0 - Exit Program
```

1. The user can add items in the list until the user presses x to stop



```
C:\Users\COMLAB\AppData\Local\Programs\Python\Python38\Scripts>python employee.test

[ FRUIT LIST MENU ]
1 - Add Fruits
2 - Search for a Fruit
3 - Remove a Fruit
4 - View All Fruits (Sorted)
0 - Exit Program

Choose an option [0 to quit]: 1
Enter fruits to add (type 'x' to stop):apple
Enter fruits to add (type 'x' to stop):banana
Enter fruits to add (type 'x' to stop):mango
Enter fruits to add (type 'x' to stop):strawberry
Enter fruits to add (type 'x' to stop):pineapple
Enter fruits to add (type 'x' to stop):x
Fruits added successfully!
```

2. The user should be able to perform **search** if an item exists – Display if found or not found and count the number of instance in the list.

```
[ FRUIT LIST MENU ]
1 - Add Fruits
2 - Search for a Fruit
3 - Remove a Fruit
4 - View All Fruits (Sorted)
0 - Exit Program

Choose an option [0 to quit]: 2
Enter fruit to search: apple
Fruit 'apple' found 1 time(s) in the list.
```

```
[ FRUIT LIST MENU ]
1 - Add Fruits
2 - Search for a Fruit
3 - Remove a Fruit
4 - View All Fruits (Sorted)
0 - Exit Program

Choose an option [0 to quit]: grapes
Invalid option. Please enter a number from 0 to 4.
```

3. The user should also be given the option to **remove** an item in the list – Display the Message “Item found and deleted” once deletion is performed – else display “item not found-deletion unsuccessful”

```
[ FRUIT LIST MENU ]
1 - Add Fruits
2 - Search for a Fruit
3 - Remove a Fruit
4 - View All Fruits (Sorted)
0 - Exit Program

Choose an option [0 to quit]: 3
Enter fruit to remove: mango
Item Found and 'mango' removed.
```

```
[ FRUIT LIST MENU ]
1 - Add Fruits
2 - Search for a Fruit
3 - Remove a Fruit
4 - View All Fruits (Sorted)
0 - Exit Program

Choose an option [0 to quit]: 3
Enter fruit to remove: jackfruit
Fruit 'jackfruit' not found - removal unsuccessful.
```

4. The user may also opt to view items in the list and display items sorted in Ascending order

```
Choose an option [0 to quit]: 4
Fruits List (Sorted)
- apple
- banana
- pineapple
- strawberry

[ FRUIT LIST MENU ]
1 - Add Fruits
2 - Search for a Fruit
3 - Remove a Fruit
4 - View All Fruits (Sorted)
0 - Exit Program
```

5. The user may opt to exit the program by typing 0

```
[ FRUIT LIST MENU ]
1 - Add Fruits
2 - Search for a Fruit
3 - Remove a Fruit
4 - View All Fruits (Sorted)
0 - Exit Program

Choose an option [0 to quit]: 0
Exiting program. Goodbye!
```