```python
vegetables = []  # main list

1 usage
def add_items():
    while True:
        veg = input("Enter vegetable to add (or 'x' to stop): ")
        if veg.lower() == "x":
            break
        vegetables.append(veg)
    print("Done adding vegetables.")

1 usage
def search_item():
    veg = input("Enter vegetable to search: ")
    count = vegetables.count(veg)
    if count > 0:
        print(f"'{veg}' found {count} time(s) in the list.")
    else:
        print(f"'{veg}' not found in the list.")

1 usage
def remove_item():
    veg = input("Enter vegetable to remove: ")
    if veg in vegetables:
        vegetables.remove(veg)
        print(f"'{veg}' removed successfully.")
    else:
        print(f"'{veg}' not found - deletion unsuccessful.")

1 usage
def view_items():
    if vegetables:
        print("Vegetables in the list (Sorted):")
        for v in sorted(vegetables):
            print(v)
    else:
        print("The list is empty.")

1 usage
```

```python
def menu():
    while True:
        print("\n[ MENU OPTIONS ]")
        print("1 - Add Items")
        print("2 - Search for an Item")
        print("3 - Remove an Item")
        print("4 - View all Items (Sorted)")
        print("0 - Exit program")

        choice = input("Pick one [0 to quit]: ")

        if choice == "1":
            add_items()
        elif choice == "2":
            search_item()
        elif choice == "3":
            remove_item()
        elif choice == "4":
            view_items()
        elif choice == "0":
            print("Exiting program... Goodbye!")
            break
        else:
            print("Invalid option, try again.")

# Run the program
menu()
```

Output Requirements

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

```
[ MENU OPTIONS ]
1 - Add Items
2 - Search for an Item
3 - Remove an Item
4 - View all Items (Sorted)
0 - Exit program
Pick one [0 to quit]: 1
Enter vegetable to add (or 'x' to stop): eggplant
Enter vegetable to add (or 'x' to stop): onion
Enter vegetable to add (or 'x' to stop): garlic
Enter vegetable to add (or 'x' to stop): tomatoes
Enter vegetable to add (or 'x' to stop): cabbage
Enter vegetable to add (or 'x' to stop): potato
Enter vegetable to add (or 'x' to stop): corn
Enter vegetable to add (or 'x' to stop): x
Done adding vegetables.
```

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

```
[ MENU OPTIONS ]
1 - Add Items
2 - Search for an Item
3 - Remove an Item
4 - View all Items (Sorted)
0 - Exit program
Pick one [0 to quit]: 2
Enter vegetable to search: potato
'potato' found 1 time(s) in the list.

[ MENU OPTIONS ]
1 - Add Items
2 - Search for an Item
3 - Remove an Item
4 - View all Items (Sorted)
0 - Exit program
Pick one [0 to quit]: 2
Enter vegetable to search: lettuce
'lettuce' not found in the list.
```

3. The user should also be given the option to remove an item in the list.

```
[ MENU OPTIONS ]
1 - Add Items
2 - Search for an Item
3 - Remove an Item
4 - View all Items (Sorted)
0 - Exit program
Pick one [0 to quit]: 3
Enter vegetable to remove: eggplant
'eggplant' removed successfully.
```

4. The user may also opt to view items in the list and display items sorted in ascending order.
5. The user may opt to exit the program by typing 0.

```
[ MENU OPTIONS ]
1 - Add Items
2 - Search for an Item
3 - Remove an Item
4 - View all Items (Sorted)
0 - Exit program
Pick one [0 to quit]: 4
Vegetables in the list (Sorted):
cabbage
corn
garlic
onion
potato
tomatoes

[ MENU OPTIONS ]
1 - Add Items
2 - Search for an Item
3 - Remove an Item
4 - View all Items (Sorted)
0 - Exit program
Pick one [0 to quit]: 0
Exiting program... Goodbye!

Process finished with exit code 0
```