**Class: User**

The User class is responsible for user registration and login functionalities.

**Methods:**

\_\_init\_\_(self): Constructor that initializes an empty dictionary to store user data.

register (self, username, password): Registers a new user with the provided username and password.

login (self, username, password): Validates user credentials and allows the user to log in.

**Class: Inventory**

The Inventory class manages a simple inventory system.

**Methods:**

\_\_init\_\_(self): Constructor that initializes an empty dictionary to store inventory items.

view inventory(self): Displays all items in the inventory.

add\_item(self, title, amount): Adds a specified amount of an item to the inventory.

delete\_item(self, title): Removes an item from the inventory.

Function: main\_menu

This function provides a text-based menu interface for the application.

**Features:**

User registration and login.

Viewing, adding, and deleting items from the inventory.

Showing through various menu options.

Usage:

Run the script.

Choose an option from the main menu to either register or log in.

Once logged in, navigate through the inventory menu to manage inventory items.

Notes:

This script is a basic implementation and lacks features like persistent storage or advanced error handling.

User credentials and inventory data are stored in memory and will be lost when the program terminates.

The user storage mechanism in this script (a dictionary) is simplistic and not secure for real-world applications.

This script is intended for educational or demonstration purposes and is not suitable for production use without significant enhancements.

UML class diagram declaration of ComicBookStoreaApp

user\_class = """

+-----------------+

| User |

+-----------------+

| - users: dict |

+-----------------+

| + \_\_init\_\_() |

| + register () |

| + login () |

+-----------------+

"""

inventory\_class = """

+-------------------+

| Inventory |

+-------------------+

| - items: dict |

+-------------------+

| + \_\_init\_\_() |

| + view\_inventory()|

| + add\_item() |

| + delete\_item() |

+-------------------+