

Sports Equipment Management System

README – Sports Equipment Management System

Welcome!

This README explains the Sports Equipment Management System in a friendly and easy-to-understand way. The project is built using Python and provides a simple, menu-driven console program to manage sports equipment just like a mini library system.

What This Project Does

This program helps you manage a list of sports equipment. You can:

- Add new equipment
- View currently available equipment
- Borrow items
- Return borrowed items
- Check items that are currently borrowed

How the System Works

The program uses two main lists:

1. Equipment – Contains available sports items.
2. borrowed_items – Tracks items that are taken by users.

The logic is built using functions that perform specific tasks like adding, borrowing, listing, and returning items.

Key Functions

- list(item_list, header) – Displays items in a numbered list.

- `add_equipment()` – Lets users add new sports items.
- `check_stock()` – Shows available equipment.
- `borrow_item()` – Moves item from stock → borrowed list.
- `return_item()` – Moves item from borrowed list → stock.
- `main()` – Runs the main menu loop.

Technologies Used

- Python 3
- Lists and functions
- Loops and conditions
- Error handling using try-except

Why This Project Is Useful This

project is perfect for:

- Students making Python mini projects
- Schools and colleges managing sports items
- Beginners learning how to manage data using Python
- Demonstrating function-based program structure

Future Improvements

- Add permanent storage (files or database)
- Create a GUI using Tkinter
- Add search and sorting features
- Track borrowing dates automatically

Final Thoughts

This project is simple, beginner-friendly, and practical. It teaches how real systems handle inventory-based tasks. You can also expand it into a full management application.