

Archita\_20

Assignment 01

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class Product:
    def __init__(self, name, price, stock):
        self.name = name
        self.price = price
        self.stock = stock

    def update_stock(self, quantity):
        """Update the stock of the product by a given quantity."""
        self.stock += quantity
        if self.stock < 0:
            self.stock = 0 # Prevent stock from going negative

    def __str__(self):
        """Return a string with the product's details."""
        return f"Product: {self.name}, Price: ${self.price:.2f}, Stock: {self.stock}"

def product_management_system():
    # Dictionary to store products with their name as the key
    products = {}

    while True:
        print("\nStore Management Menu:")
        print("1. Add a new product")
        print("2. Update stock of an existing product")
        print("3. View product details")
        print("4. Exit")

        choice = input("Enter your choice (1/2/3/4): ")

        if choice == '1':
            # Add a new product
            name = input("Enter the product name: ")
            price = float(input("Enter the product price: $"))
            stock = int(input("Enter the product stock: "))

            # Check if the product already exists
            if name not in products:
                products[name] = Product(name, price, stock)
                print(f"Product '{name}' added successfully!")
            else:
                print(f"Product '{name}' already exists in the store.")

        elif choice == '2':
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        # Update stock for an existing product
        name = input("Enter the product name to update stock: ")
        if name in products:
            quantity = int(input("Enter the quantity to add/remove
(positive for adding, negative for removing): "))
            products[name].update_stock(quantity)
            print(f"Stock of '{name}' updated successfully!")
        else:
            print(f"Product '{name}' not found in the store.")

    elif choice == '3':
        # View details of a product
        name = input("Enter the product name to view details: ")
        if name in products:
            print(products[name])
        else:
            print(f"Product '{name}' not found in the store.")

    elif choice == '4':
        # Exit the program
        print("Exiting the store management system. Goodbye!")
        break

    else:
        print("Invalid choice. Please select a valid option.")
product_management_system()

```

Store Management Menu:

1. Add a new product
2. Update stock of an existing product
3. View product details
4. Exit

Enter your choice (1/2/3/4): 1

Enter the product name: laptop

Enter the product price: \$850

Enter the product stock: 20

Product 'laptop' added successfully!

Store Management Menu:

1. Add a new product
2. Update stock of an existing product
3. View product details
4. Exit

Enter your choice (1/2/3/4): 2

Enter the product name to update stock: laptop

Enter the quantity to add/remove (positive for adding, negative for removing): -5

Stock of 'laptop' updated successfully!

Store Management Menu:

1. Add a new product
2. Update stock of an existing product
3. View product details
4. Exit

Enter your choice (1/2/3/4): 3

Enter the product name to view details: laptop

Product: laptop, Price: \$850.00, Stock: 15

Store Management Menu:

1. Add a new product
2. Update stock of an existing product
3. View product details
4. Exit

Enter your choice (1/2/3/4): 4

Exiting the store management system. Goodbye!