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#include <stdio.h>
#include <string.h>

#define MAX_ITEMS 50

int main() {
    char inventory[MAX_ITEMS][50];
    int count = 0;
    int choice;

    do {
        printf("\nInventory Menu:\n");
        printf("1. Add Item\n");
        printf("2. Remove Item\n");
        printf("3. Show Items\n");
        printf("4. Exit\n");
        printf("Enter your choice: ");
        scanf("%d", &choice);
        getchar();

        if (choice == 1) {
            if (count < MAX_ITEMS) {
                printf("Enter item name: ");
                fgets(inventory[count], 50, stdin);
                inventory[count][strcspn(inventory[count], "\n")] = '\0';
                count++;
                printf("Item added!\n");
            } else {
                printf("Inventory full!\n");
            }
        } else if (choice == 2) {
            if (count > 0) {
                char item[50];
                printf("Enter item name to remove: ");
                fgets(item, 50, stdin);
                item[strcspn(item, "\n")] = '\0';

                int found = 0;
                for (int i = 0; i < count; i++) {
                    if (strcmp(inventory[i], item) == 0) {
                        for (int j = i; j < count - 1; j++) {
                            strcpy(inventory[j], inventory[j + 1]);
                        }
                        count--;
                        found = 1;
                        printf("Item removed!\n");
                        break;
                    }
                }
                if (!found) {
                    printf("Item not found!\n");
                }
            } else {
                printf("Inventory is empty!\n");
            }
        } else if (choice == 3) {
            if (count == 0) {
                printf("Inventory is empty!\n");
            } else {
                printf("Items in Inventory:\n");
            }
        }
    }
}

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        for (int i = 0; i < count; i++) {
            printf("%d. %s\n", i + 1, inventory[i]);
        }
    }

} while (choice != 4);

printf("Exiting program.\n");
return 0;
}
```