

Brief explanation of the code structure and any design decisions made during implementation.

1. Inventory Data Structure:

- The inventory data is stored in a list of dictionaries. Each dictionary represents an item in the inventory, with keys for "name", "price", and "quantity".

2. Main Functionality Functions:

- **add_new_item()**: Prompts the user to enter details for a new item and adds it to the inventory list.
- **update_stock()**: Allows the user to update the stock quantity of existing items in the inventory.
- **generate_sales_report()**: Calculates the total revenue generated from sales and displays it along with individual item revenues.
- **popular_items()**: Identifies the top three most popular items based on their quantities sold.
- **main()**: Main function that provides a menu-driven interface for the user to interact with the inventory management system.

3. User Interface:

- The main function (**main()**) displays a menu of options for the user to choose from.
- User input is processed to determine which function to execute based on the selected option.

4. Code Organization:

- Functions are logically organized based on the tasks they perform.
- The **main()** function acts as the entry point and orchestrates the execution of other functions based on user input.

5. Error Handling:

- Basic error handling is implemented to handle cases such as invalid user input or item not found.
- For more extensive error handling, additional checks and validation logic can be added.

6. Simplicity and Readability:

- The code is kept simple and easy to understand, making it accessible for beginners and ensuring maintainability.

- Descriptive function and variable names are used to enhance readability and comprehension.