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# Grocery Store Inventory Management System

# Initialize an empty inventory dictionary
inventory = {}

def add_item():
    item_name = input("Enter the name of the item: ")
    quantity = int(input("Enter the quantity of the item: "))
    price = float(input("Enter the price of the item: $"))

    # Add the item to the inventory
    inventory[item_name] = {'quantity': quantity, 'price': price}
    print(f'{item_name} has been added to the inventory.')

def update_quantity():
    item_name = input("Enter the name of the item to update quantity: ")

    # Check if the item is in the inventory
    if item_name in inventory:
        new_quantity = int(input("Enter the new quantity: "))
        inventory[item_name]['quantity'] = new_quantity # adding item to dictionary
        print(f'Quantity of {item_name} has been updated to {new_quantity}.')
    else: # if item is not present else will exective.
        print(f'{item_name} is not in the inventory.')

#it display current items in inventory( dictionary)
def view_inventory():
    print("\nCurrent Inventory:")
    for item, details in inventory.items():
        print(f'{item}: Quantity - {details['quantity']}, Price - ${details['price']}')

# remove item from the inventory
def remove_item():
    item_name = input("Enter the name of the item to remove from the inventory: ")

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# Checking if the item is in the inventory or not
if item_name in inventory:
    del inventory[item_name]
    print(f'{item_name} has been removed from the inventory.')
else:
    print(f'{item_name} is not in the inventory.')

# Main program loop
while True:
    print("\nGrocery Store Inventory Management System")
    print("1. Add new item to inventory")
    print("2. Update existing item quantity")
    print("3. View current inventory")
    print("4. Remove item from inventory")
    print("5. Exit")
    choice = input("Enter your choice (1-5): ")

    if choice == '1':
        add_item()
    elif choice == '2':
        update_quantity()
    elif choice == '3':
        view_inventory()
    elif choice == '4':
        remove_item()
    elif choice == '5':
        print("Exiting the program. Thank you!")
        break
    else:
        print("Invalid choice. Please enter a number between 1 and 5.")
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