You will notice that I use a try statement to convert the users choice of action to an integer. You didn't need to do that, but I enjoy showing off a little bit sometimes.

Here is the start of the program:

```
shopping Cart Items=[]
shopping_Cart_Prices=[]
shopping_Cart_Quantity= []
action_List=['1. Add an item','2. List items in cart', '3. Remove an item', '4.Total Cart'
action = 0
while action !=5:
  for option in action List:
   print(option)
  # Get choice
  choice = input ("Enter the number of your choice ")
  action = int(choice)
  except:
   print("please enter a number for the choice")
  if action == 1:
   item_Name=input("What item do you wish to enter? ")
    item_Price = float(input(f'What is the price of {item_Name}? '))
    item_Quantity = int(input(f'How many of {item_Name} do you desire? '))
    shopping Cart Items.append(item Name)
    shopping Cart Prices.append(item Price)
    shopping_Cart_Quantity.append(item_Quantity)
```

Then here is the remove an item part. This is more extensive than is required by the assignment.

```
if action == 2:
  for count in range(len(shopping_Cart_Items)):
   print(f'{count+1}. {shopping_Cart_Items[count]} ${shopping_Cart_Prices[count]:.2f}')
if action == 3:
 target = input('What item do you wish to remove? ')
 target_Index = shopping_Cart_Items.index(target)
  if shopping_Cart_Quantity[target_Index]>1:
   shopping_Cart_Quantity[target_Index]-=1
    shopping_Cart_Items.pop(target_Index)
    shopping_Cart_Prices.pop(target_Index)
   shopping_Cart_Quantity.pop(target_Index)
if action == 4:
 total = 0
  for count in range(len(shopping_Cart_Items)):
  total += shopping_Cart_Quantity[count] * shopping_Cart_Prices[count]
 print(|f'Your cart totals ${total:.2f}'|)
if action == 5:
 print('Good bye!')
```