```
class ListManager:
    def __init__(self):
        # Initializes an empty list
        self.data = []

    def display_list(self):
        # Displays the current list
        if not self.data:
            print("The list is currently empty.")
        else:
            print("Current List: ", self.data)

    def add_element(self, element):
        # Adds an element to the end of the list
        self.data.append(element)
        print(f"Element '{element}' has been added to the list.")

    def remove_element(self, element):
        # Removes an element from the list (if exists)
        if element in self.data:
            self.data.remove(element)
            print(f"Element '{element}' has been removed from the list.")
        else:
            print(f"Element '{element}' not found in the list.")

    def update_element(self, old_element, new_element):
        # Updates an element in the list (replaces old with new)
        if old_element in self.data:
```

```
            index = self.data.index(old_element)
            self.data[index] = new_element
            print(f"Element '{old_element}' has been updated to '{new_element}'.")
        else:
            print(f"Element '{old_element}' not found in the list.")

    def clear_list(self):
        # Clears all elements from the list
        self.data.clear()
        print("All elements have been removed from the list.")

def main():
    list_manager = ListManager()

    while True:
        print("\nList Manager Menu:")
        print("1. View list")
        print("2. Add an element")
        print("3. Remove an element")
        print("4. Update an element")
        print("5. Clear the list")
        print("6. Exit")

        choice = input("Enter your choice (1-6): ")

        if choice == "1":
            list_manager.display_list()
        elif choice == "2":
```

```
            element = input("Enter the element to add: ")
            list_manager.add_element(element)
        elif choice == "3":
            element = input("Enter the element to remove: ")
            list_manager.remove_element(element)
        elif choice == "4":
            old_element = input("Enter the element to update: ")
            new_element = input("Enter the new value: ")
            list_manager.update_element(old_element, new_element)
        elif choice == "5":
            list_manager.clear_list()
        elif choice == "6":
            print("Exiting the List Manager.")
            break
        else:
            print("Invalid choice. Please select a valid option.")

if __name__ == "__main__":
    main()
```