class Contact:

def \_\_init\_\_(self, name, phone, email, address):

self.name = name

self.phone = phone

self.email = email

self.address = address

class ContactBook:

def \_\_init\_\_(self):

self.contacts = []

def add\_contact(self):

name = input("Enter name: ")

phone = input("Enter phone number: ")

email = input("Enter email: ")

address = input("Enter address: ")

contact = Contact(name, phone, email, address)

self.contacts.append(contact)

def view\_contacts(self):

for contact in self.contacts:

print(f"Name: {contact.name}, Phone: {contact.phone}")

def search\_contact(self):

search\_term = input("Enter name or phone number to search: ")

for contact in self.contacts:

if contact.name == search\_term or contact.phone == search\_term:

print(f"Found: {contact.name}, Phone: {contact.phone}, Email: {contact.email}, Address: {contact.address}")

def update\_contact(self):

name = input("Enter name of contact to update: ")

for contact in self.contacts:

if contact.name == name:

contact.phone = input("Enter new phone number: ")

contact.email = input("Enter new email: ")

contact.address = input("Enter new address: ")

print("Contact updated.")

return

print("Contact not found.")

def delete\_contact(self):

name = input("Enter name of contact to delete: ")

for contact in self.contacts:

if contact.name == name:

self.contacts.remove(contact)

print("Contact deleted.")

return

print("Contact not found.")

def user\_interface(self):

while True:

print("\n1. Add Contact")

print("2. View Contacts")

print("3. Search Contact")

print("4. Update Contact")

print("5. Delete Contact")

print("6. Exit")

choice = input("Choose an option: ")

if choice == '1':

self.add\_contact()

elif choice == '2':

self.view\_contacts()

elif choice == '3':

self.search\_contact()

elif choice == '4':

self.update\_contact()

elif choice == '5':

self.delete\_contact()

elif choice == '6':

break

else:

print("Invalid choice. Please try again.")

contact\_book = ContactBook()

contact\_book.user\_interface()