inventory = {}

# Function to add a new ingredient

def add\_ingredient (name, quantity, unit):

if name not in inventory:

inventory[name] = {'quantity': quantity, 'unit': unit}

print(f"{name} added with {quantity} {unit}.")

else:

print ("Ingredient already exists.")

#Function to check the current inventory

def check\_inventory ():

print ("\n Inventory:")

for name, details in inventory.items():

print(f"{name}: {details['quantity']} {details['unit']}")

#Function to update an ingredient's quantity

def update\_ingredient(name, used\_amount):

if name in inventory:

current\_quantity = inventory[name]['quantity']

if used\_amount <= current\_quantity:

inventory[name]['quantity'] -= used\_amount

print(f"{used\_amount} {inventory[name]['unit']} of {name} used. Remaining: {inventory[name]['quantity']} {inventory[name]['unit']}")

else:

print (f"Not enough {name} in inventory to use {used\_amount} {inventory[name]['unit']}.")

else:

print(f"{name} not found in inventory.")

# Sample usage

add\_ingredient ("Sugar", 500, "grams")

add\_ingredient ("Flour", 1000, "grams")

check\_inventory ()

update\_ingredient ("Sugar", 150)

check\_inventory ()