**Assignment 2:**

inventory = {}

def add\_item():

item\_name = input("Enter the item name: ")

quantity = int(input("Enter the quantity: "))

price = float(input("Enter the price: "))

inventory[item\_name] = {'quantity': quantity, 'price': price}

print(f"{item\_name} has been added to the inventory.")

def update\_item():

item\_name = input("Enter the item name to update: ")

if item\_name in inventory:

new\_quantity = int(input("Enter the new quantity: "))

inventory[item\_name]['quantity'] = new\_quantity

print(f"{item\_name}'s quantity has been updated to {new\_quantity}.")

else:

print(f"{item\_name} not found in the inventory.")

def view\_inventory():

if inventory:

print("Current Inventory:")

for item, info in inventory.items():

print(f"{item}: Quantity - {info['quantity']}, Price - ${info['price']:.2f}")

else:

print("Inventory is empty.")

def remove\_item():

item\_name = input("Enter the item name to remove: ")

if item\_name in inventory:

del inventory[item\_name]

print(f"{item\_name} has been removed from the inventory.")

else:

print(f"{item\_name} not found in the inventory.")

while True:

print("\nMenu:")

print("1. Add new item to inventory")

print("2. Update item quantity")

print("3. View current inventory")

print("4. Remove item from inventory")

print("5. Exit")

choice = input("Enter your choice (1/2/3/4/5): ")

if choice == '1':

add\_item()

elif choice == '2':

update\_item()

elif choice == '3':

view\_inventory()

elif choice == '4':

remove\_item()

elif choice == '5':

print("Exiting the inventory management system.")

break

else:

print("Invalid choice. Please enter a valid option (1/2/3/4/5).")