

## Assignment – 2

```
### Initialize an empty inventory as a dictionary
inventory = {}

# Define a menu for the grocery store manager
def display_menu():
    print("Inventory Management Menu:")
    print("1. Add new item")
    print("2. Update item quantity")
    print("3. View inventory")
    print("4. Remove item")
    print("5. Exit")

# Start an infinite loop for the manager to interact with the program
while True:
    display_menu()

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

    if choice == '1':
        # Add new item to inventory
        item_name = input("Enter item name: ")
        quantity = int(input("Enter quantity: "))
        price = float(input("Enter price: "))
        inventory[item_name] = {"quantity": quantity, "price": price}
```

```
elif choice == '2':
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```
    # Update item quantity
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    item_name = input("Enter item name to update quantity: ")
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```
    if item_name in inventory:
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```
        new_quantity = int(input("Enter new quantity: "))
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```
        inventory[item_name]["quantity"] = new_quantity
```

```
    else:
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```
        print("Item not found in inventory.")
```

```
elif choice == '3':
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```
    # View current inventory
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```
    print("Current Inventory:")
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    for item, details in inventory.items():
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        print(f'Item: {item}, Quantity: {details["quantity"]}, Price: $ {details["price"]}')"
```

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elif choice == '4':
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```
    # Remove item from inventory
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    item_name = input("Enter item name to remove: ")
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```
    if item_name in inventory:
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        del inventory[item_name]
```

```
    else:
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```
        print("Item not found in inventory.")
```

```
elif choice == '5':
```

```
    # Exit the program
```

```
    break
```

else:

print("Invalid choice. Please enter a valid option.")