class User: def \_\_init\_\_(self, user\_id, name, username, email): self.user\_id = user\_id self.name = name self.username = username self.email = email def update\_info(self, name, username, email): self.name = name self.username = username self.email = email def \_\_str\_\_(self): return f"ID: {self.user\_id}\nName: {self.name}\nUsername: {self.username}\nEmail: {self.email}\n" class UserManager: def \_\_init\_\_(self): self.users = {} def add\_user(self): user\_id = input("Enter ID: ") name = input("Enter Name: ") username = input("Enter Username: ") email = input("Enter Email: ") self.users[user\_id] = User(user\_id, name, username, email) print("User added successfully!\n") def edit\_user(self): user\_id = input("Enter the ID of the user you want to edit: ") if user\_id in self.users: name = input("Enter new Name: ") username = input("Enter new Username: ") email = input("Enter new Email: ") self.users[user\_id].update\_info(name, username, email) print("User updated successfully!\n") else: print("User not found.\n") def delete\_user(self): user\_id = input("Enter the ID of the user you want to delete: ") if user\_id in self.users: del self.users[user\_id] print("User deleted successfully!\n") else: print("User not found.\n") def view\_users(self): if self.users: for user in self.users.values(): print(user) else: print("No users found.\n") def main(): manager = UserManager() while True: print("Choose an action:") print("1. Add User") print("2. Edit User") print("3. Delete User") print("4. View All Users") print("5. Exit") choice = input("Enter your choice: ") if choice == "1": manager.add\_user() elif choice == "2": manager.edit\_user() elif choice == "3": manager.delete\_user() elif choice == "4": manager.view\_users() elif choice == "5": print("Exiting program.") break else: print("Invalid choice. Please try again.\n") if \_\_name\_\_ == "\_\_main\_\_": main()