{//}

1. قم بعمل برنامج يمكن مدير المطعم من إضافة عناصر جديدة لقائمة طعام المطعم، بحيث يتفاعل معه البرنامج بالشكل التالي

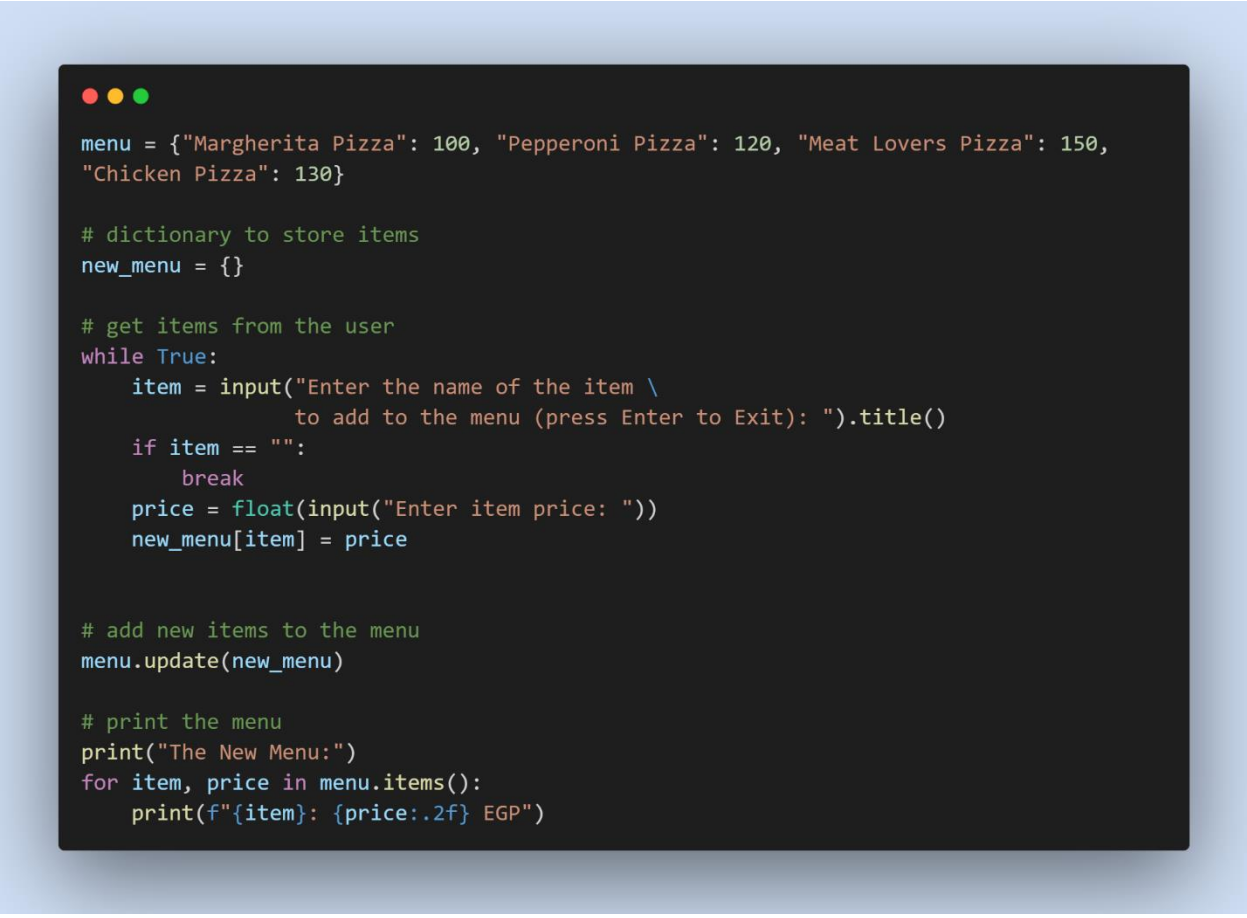
Make a program that allow the restaurant owner to add new items to the menu and interact with him like the following.

```
menu = {"Margherita Pizza": 100, "Pepperoni Pizza": 120,
 "Meat Lovers Pizza": 150, "Chicken Pizza": 130}
```

```
Enter the name of the item to add to the menu (press Enter to Exit): codezilla pizza
Enter item price: 80
Enter the name of the item to add to the menu (press Enter to Exit): Gouda dessert
Enter item price: 100
Enter the name of the item to add to the menu (press Enter to Exit): Islam Tea
Enter item price: 30
Enter the name of the item to add to the menu (press Enter to Exit):
The New Menu:
Margherita Pizza: 100.00 EGP
Pepperoni Pizza: 120.00 EGP
Meat Lovers  Pizza: 150.00 EGP
Chicken Pizza: 130.00 EGP
Codezilla Pizza: 80.00 EGP
Gouda Dessert: 100.00 EGP
Islam Tea: 30.00 EGP
```

إذا لم توفق للوصول للحل يمكنك السعي مرة أخرى بمساعدة الخطوات التالية

```
# dictionary to store items

# get items from the user

# add new items to the menu

# print the menu
```



```python
menu = {"Margherita Pizza": 100, "Pepperoni Pizza": 120, "Meat Lovers Pizza": 150,
"Chicken Pizza": 130}

# dictionary to store items
new_menu = {}

# get items from the user
while True:
    item = input("Enter the name of the item \
                to add to the menu (press Enter to Exit): ").title()
    if item == "":
        break
    price = float(input("Enter item price: "))
    new_menu[item] = price


# add new items to the menu
menu.update(new_menu)

# print the menu
print("The New Menu:")
for item, price in menu.items():
    print(f"{item}: {price:.2f} EGP")
```

{//}

2.قم بعمل برنامج يمكن مدير المطعم من إزالة العناصر غير المرغوب بها من قائمة طعام المطعم، بحيث يتفاعل معه البرنامج بالشكل التالي

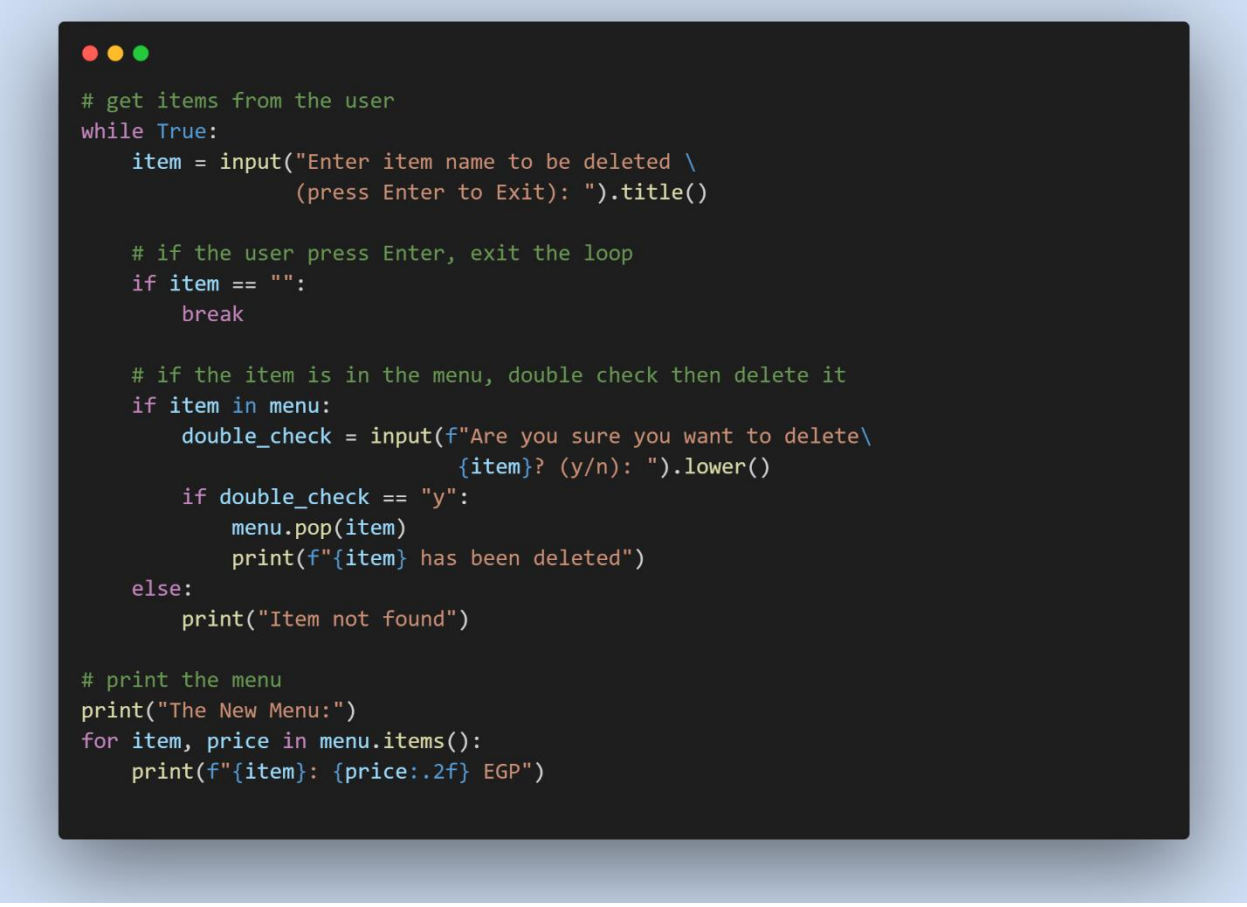
Make a program that allow the restaurant owner to remove items to the menu and interact with him like the following.

```
menu = {"Margherita Pizza": 100, "Pepperoni Pizza": 120,
        "Meat Lovers Pizza": 150, "Chicken Pizza": 130,
        "Beef Burger": 100, "Chicken Burger": 80}
```

```
Enter item name to be deleted (press Enter to Exit): chicken burger
Are you sure you want to delete Chicken Burger? (y/n): n
Enter item name to be deleted (press Enter to Exit): codezilla
Item not found
Enter item name to be deleted (press Enter to Exit): beef burger
Are you sure you want to delete Beef Burger? (y/n): y
Beef Burger has been deleted
Enter item name to be deleted (press Enter to Exit):
The New Menu:
Margherita Pizza: 100.00 EGP
Pepperoni Pizza: 120.00 EGP
Meat Lovers  Pizza: 150.00 EGP
Chicken Pizza: 130.00 EGP
Chicken Burger: 80.00 EGP
```

إذا لم توفق للوصول للحل يمكنك السعي مرة أخرى بمساعدة الخطوات التالية

```
# get items from the user

# if the user press Enter, exit the loop

# if the item is in the menu, double check then delete it

# print the menu
```



```python
# get items from the user
while True:
    item = input("Enter item name to be deleted \
                (press Enter to Exit): ").title()

    # if the user press Enter, exit the loop
    if item == "":
        break

    # if the item is in the menu, double check then delete it
    if item in menu:
        double_check = input(f"Are you sure you want to delete\
                             {item}? (y/n): ").lower()
        if double_check == "y":
            menu.pop(item)
            print(f"{item} has been deleted")
    else:
        print("Item not found")

# print the menu
print("The New Menu:")
for item, price in menu.items():
    print(f"{item}: {price:.2f} EGP")
```

{//}

3.قم بعمل برنامج يمكن مدير المطعم من تعديل أسعار المنتجات داخل قائمة الطعام، بحيث يتفاعل معه البرنامج بالشكل التالي

Make a program that allow the restaurant owner to update items prices in the menu and interact with him like the following.

```
menu = {"Margherita Pizza": 100, "Pepperoni Pizza": 120,
        "Meat Lovers Pizza": 150, "Chicken Pizza": 130,
        "Beef Burger": 100, "Chicken Burger": 80}
```

```
Enter item name to be updated (press Enter to Exit): codezilla
Item not found
Enter item name to be updated (press Enter to Exit): chicken burger
Enter the new price: 200
Chicken Burger has been updated
Enter item name to be updated (press Enter to Exit): beef burger
Enter the new price: 220
Beef Burger has been updated
Enter item name to be updated (press Enter to Exit): codezilla pizza
Item not found
Enter item name to be updated (press Enter to Exit):
The New Menu:
Margherita Pizza: 100.00 EGP
Pepperoni Pizza: 120.00 EGP
Meat Lovers Pizza: 150.00 EGP
Chicken Pizza: 130.00 EGP
Beef Burger: 220.00 EGP
```

إذا لم توفق للوصول للحل يمكنك السعي مرة أخرى بمساعدة الخطوات التالية

```
# get items from the user

# if the user press Enter, exit the loop

# if the item is in the menu, update the price

# print the menu
```

```python
menu = {"Margherita Pizza": 100, "Pepperoni Pizza": 120,
        "Meat Lovers Pizza": 150, "Chicken Pizza": 130,
        "Beef Burger": 100, "Chicken Burger": 80}

# get items from the user
while True:
    item = input("Enter item name to be updated \
                 (press Enter to Exit): ").title()

    # if the user press Enter, exit the loop
    if item == "":
        break

    # if the item is in the menu, update the price
    if item in menu:
        price = float(input("Enter the new price: "))
        menu[item] = price
        print(f"{item} has been updated")
    else:
        print("Item not found")

# print the menu
print("The New Menu:")
for item, price in menu.items():
    print(f"{item}: {price:.2f} EGP")
```

4.قم بعمل برنامج يمكن مدير المطعم من التحكم بقائمة الطعام حيث يستطيع إضافة بعض المنتجات أو إزالة البعض الأخر من قائمة الطعام أو تعديل أسعار بعض المنتجات داخل قائمة الطعام، بحيث يتفاعل معه البرنامج بالشكل التالي

Make a program that allow the restaurant owner to control the menu as he can add items, remove items, and update items prices in the menu and interact with him like the following.

```
menu = {"Margherita Pizza": 100, "Pepperoni Pizza": 120,
        "Meat Lovers Pizza": 150, "Chicken Pizza": 130,
        "Beef Burger": 100, "Chicken Burger": 80}
```

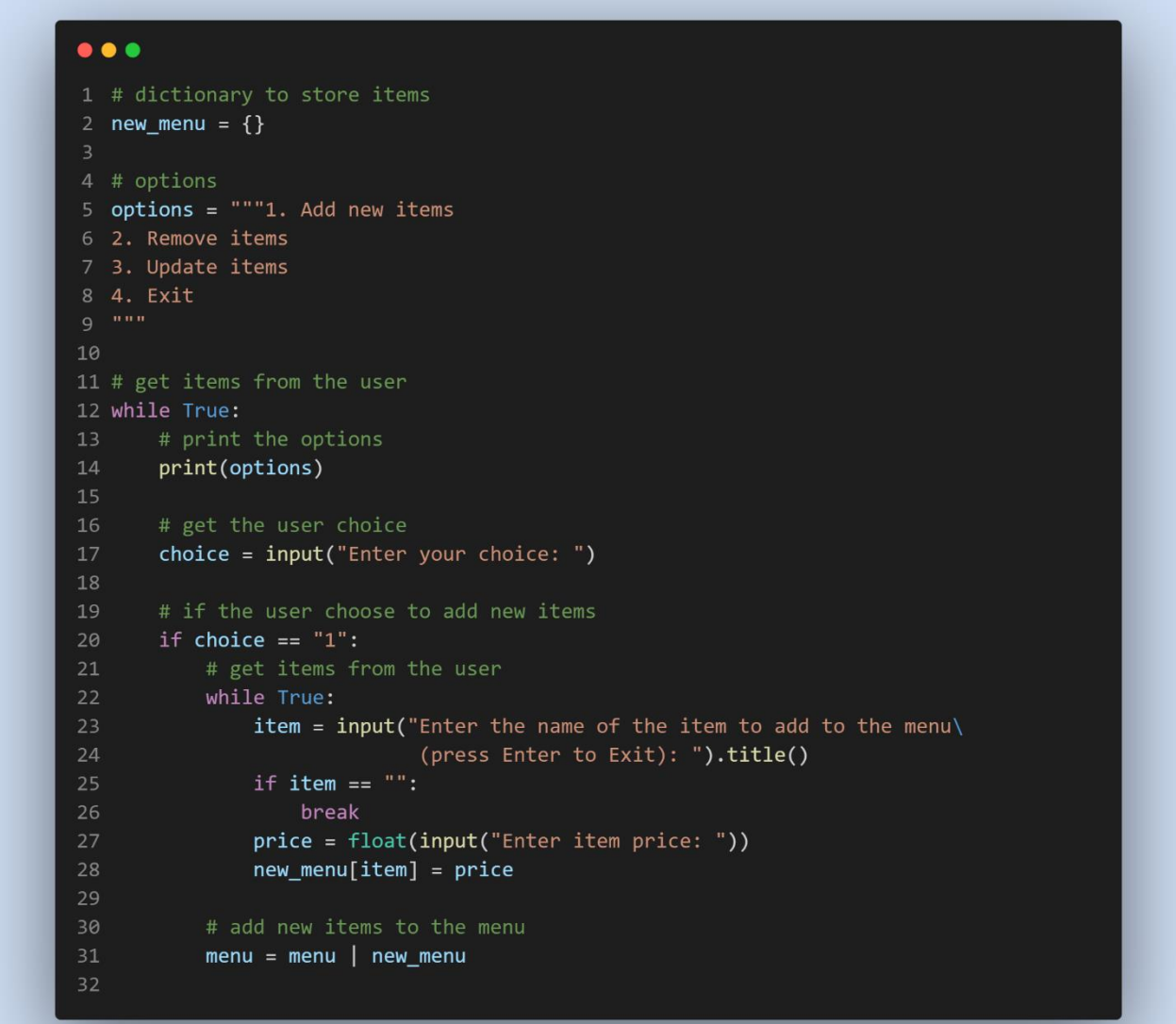
{//}

إذا لم توفق للوصول للحل يمكنك السعي مرة أخرى بمساعدة الخطوات التالية

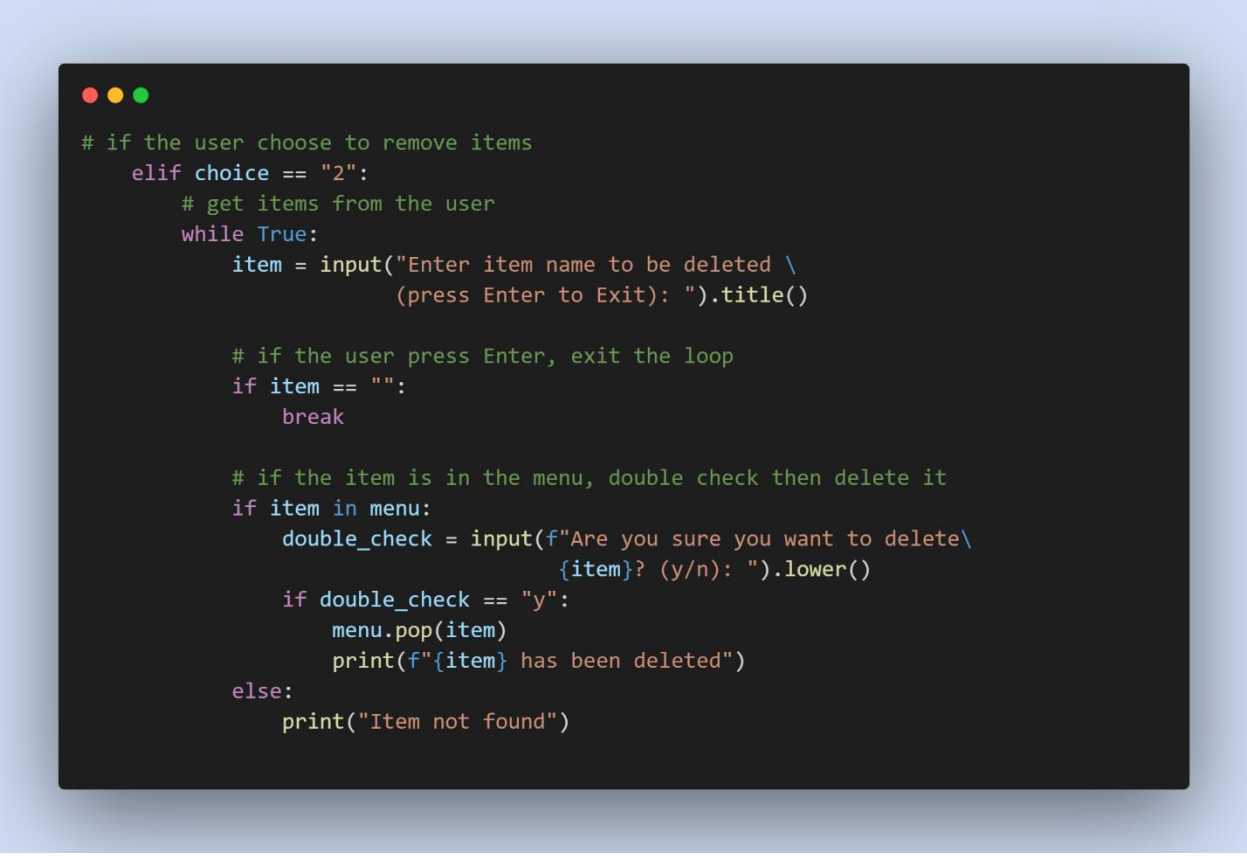
```
# dictionary to store items

# options

# get items from the user

# print the options

# get the user choice

# if the user choose to add new items

# get items from the user

# add new items to the menu

# if the user choose to remove items

# get items from the user

# if the user press Enter, exit the loop

# if the item is in the menu, double check then delete it

# if the user choose to update items

# get items from the user
```

{//}

```
# if the user press Enter, exit the loop

# if the item is in the menu, update the price

# if the user choose to exit

# if the user choose an invalid option

# print the menu
```



```python
# dictionary to store items
new_menu = {}

# options
options = """1. Add new items
2. Remove items
3. Update items
4. Exit
"""

# get items from the user
while True:
    # print the options
    print(options)

    # get the user choice
    choice = input("Enter your choice: ")

    # if the user choose to add new items
    if choice == "1":
        # get items from the user
        while True:
            item = input("Enter the name of the item to add to the menu\
                         (press Enter to Exit): ").title()
            if item == "":
                break
            price = float(input("Enter item price: "))
            new_menu[item] = price

        # add new items to the menu
        menu = menu | new_menu

```



```
# if the user choose to remove items
    elif choice == "2":
        # get items from the user
        while True:
            item = input("Enter item name to be deleted \
                        (press Enter to Exit): ").title()

            # if the user press Enter, exit the loop
            if item == "":
                break

            # if the item is in the menu, double check then delete it
            if item in menu:
                double_check = input(f"Are you sure you want to delete\
                                     {item}? (y/n): ").lower()
                if double_check == "y":
                    menu.pop(item)
                    print(f"{item} has been deleted")
            else:
                print("Item not found")
```

```python
# if the user choose to update items
    elif choice == "3":
        # get items from the user
        while True:
            item = input("Enter item name to be updated \
                        (press Enter to Exit): ").title()

            # if the user press Enter, exit the loop
            if item == "":
                break

            # if the item is in the menu, update the price
            if item in menu:
                price = float(input("Enter the new price: "))
                menu[item] = price
                print(f"{item} has been updated")
            else:
                print("Item not found")

    # if the user choose to exit
    elif choice == "4":
        break

    # if the user choose an invalid option
    else:
        print("Invalid option")

# print the menu
print("The New Menu:")
for item, price in menu.items():
    print(f"{item}: {price:.2f} EGP")
```

5. تعلم لغة جديدة ليس امر يمكن تحقيقه في يوم وليلة، فإذا أردت أن تخوض هذا الطريق ستحتاج لتعلم الكثير من المفردات ومراجعتها بالإضافة إلى تعلم العديد من مهارات اللغة المختلفة، ولكن بما أننا الآن مبرمجين، فبإمكاننا تصميم برنامج يساعدنا في رحلة تعلمنا، بحيث يحتوي هذا البرنامج على الخصائص التالية كي يساعدنا في رحلة تعلمنا

Make your English study helper program that help you like the following.

{//}

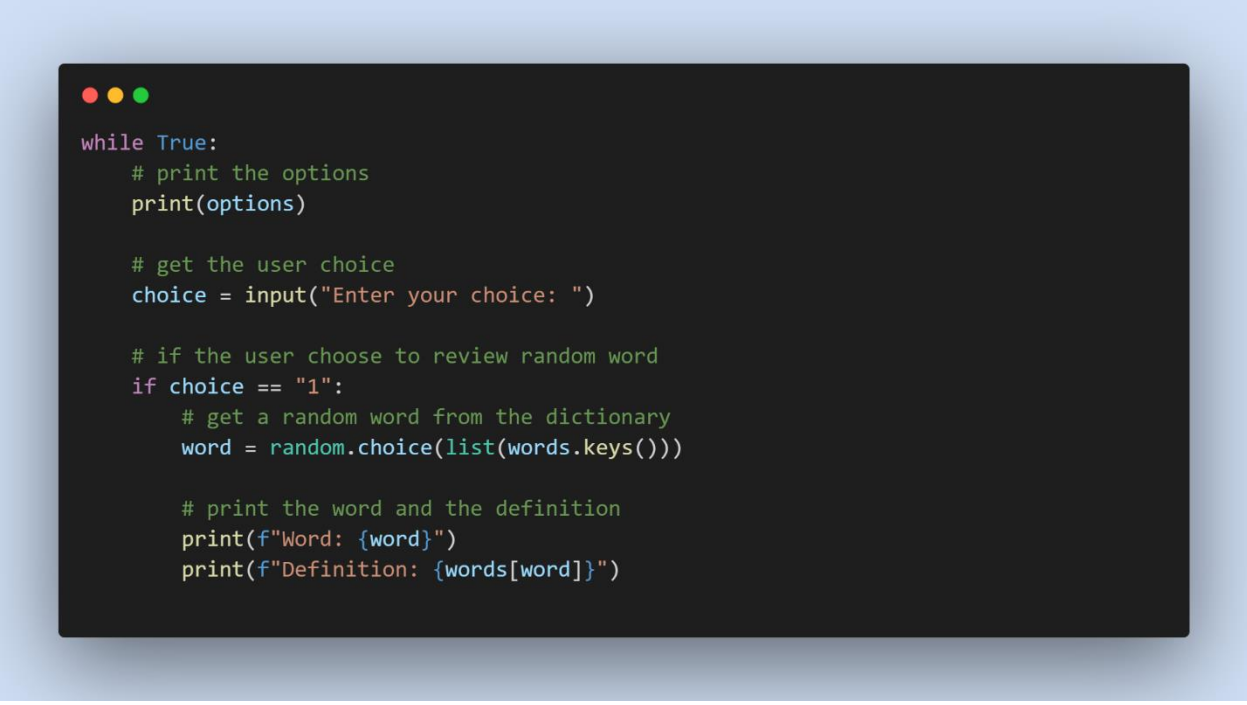
إذا لم توفق للوصول للحل يمكنك السعي مرة أخرى بمساعدة الخطوات التالية

```
# options

# print the options

# get the user choice

# if the user choose to review random word

# get a random word from the dictionary

# print the word and the definition

# if the user choose to test himself

# get a random word from the dictionary

# print the definition

# allow the user to have 2 attempts to answer the question

# get the user answer

# if the user answer is correct

# if the user answer is wrong

# if the user has one more attempt
```

{//}

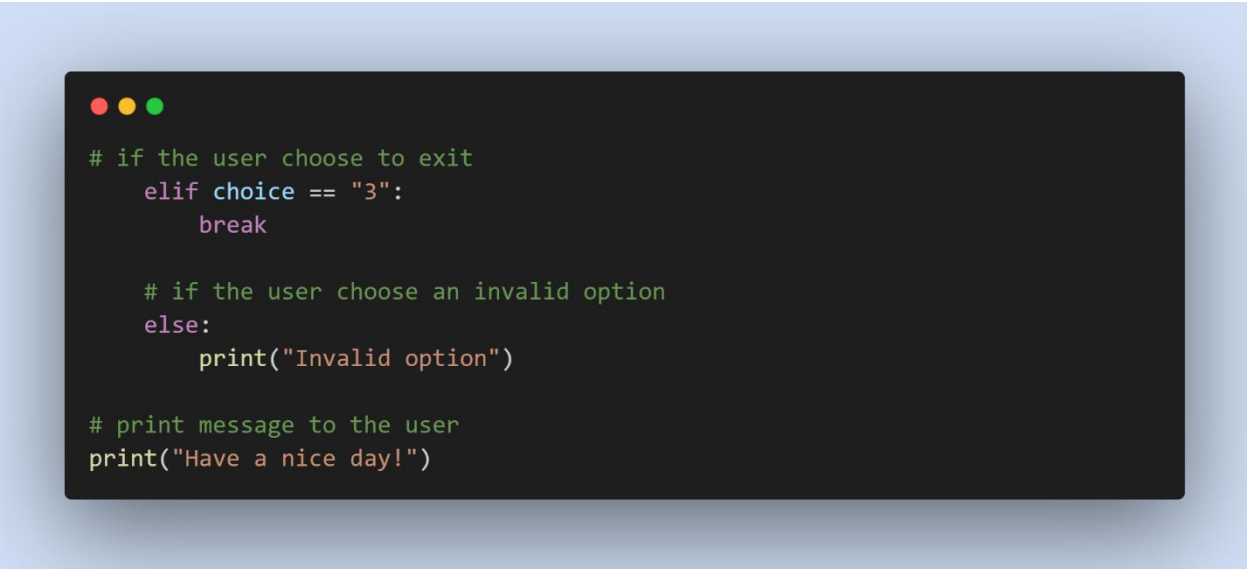
```
# if the user has no more attempts

# if the user choose to exit

# if the user choose an invalid option

# print message to the user
```

```
import random

# dictionary with the words and definitions
words = {
    "Absence":"The lack or unavailability of something or someone.",
    "Approval":"Having a positive opinion of something or someone.",
    "Answer":"The response or receipt to a phone call, question, or letter.",
    "Attention":"Noticing or recognizing something of interest.",
    "Amount":"A mass or a collection of something",
    "Borrow":
"To take something with the intention of returning it after a period of time.",
    "Baffle":"An event or thing that is a mystery and confuses.",
    "Ban":"An act prohibited by social pressure or law.",
    "Banish":"Expel from the situation, often done officially.",
    "Banter":"Conversation that is teasing and playful.",
    "Characteristic":
"referring to features that are typical to the person, place, or thing.",
    "Cars":"Four-wheeled vehicles used for traveling.",
    "Care":"extra responsibility and attention.",
    "Chip":"a small and thin piece of a larger item.",
    "Cease":"to eventually stop existing.",
    "Dialogue":"A conversation between two or more people.",
    "Decisive":"a person who can make decisions promptly.",
    }

# options
options = """1. Review random word
2. Test yourself
3. Exit
"""
```



```
while True:
    # print the options
    print(options)

    # get the user choice
    choice = input("Enter your choice: ")

    # if the user choose to review random word
    if choice == "1":
        # get a random word from the dictionary
        word = random.choice(list(words.keys()))

        # print the word and the definition
        print(f"Word: {word}")
        print(f"Definition: {words[word]}")
```

```
# if the user choose to test himself
    elif choice == "2":
        # get a random word from the dictionary
        word = random.choice(list(words.keys()))

        # print the definition
        print(f"Definition: {words[word]}")


        # allow the user to have 2 attempts to answer the question
        for i in range(2):
            # get the user answer
            answer = input("Enter the word: ")

            # if the user answer is correct
            if answer.lower() == word.lower():
                print("Correct answer")
                break

            # if the user answer is wrong
            else:
                # if the user has one more attempt
                if i == 0:
                    print("Wrong answer you have 1 more attempt")
                    continue
                # if the user has no more attempts
                else:
                    print("Wrong answer you have no more attempts")
                    print(f"The correct answer is {word}")
```



```
# if the user choose to exit
    elif choice == "3":
        break

    # if the user choose an invalid option
    else:
        print("Invalid option")

# print message to the user
print("Have a nice day!")
```