# My Personal Dictionary

class Dictionary: #dictionary class a blueprint for the dictionary which also has all of the logic needed for main\_menu

def \_\_init\_\_(self):

self.my\_dict = {} #stores words and meanings here

# TODO: Initialize a data structure to store the dictionary entries

def add\_word(self, word, meaning):

if word not in self.my\_dict: #checks if word is not already in the dictionary

self.my\_dict[word] = meaning # connects word and meaning together

print("Your word and its meaning has been added!") #Tells user their word has been added

else:

print("Can't add pre-existing word") #word already exists, this prevents duplicates

# TODO: Implement the logic to add words and their meanings

def search\_word(self, word,):

if word in self.my\_dict: #checks for pre-existing word user wants

return f'word: {word} \nmeaning: {self.my\_dict[word]}' #return the word and its meaning

else:

print("This word does not exist") #tells the user the word isn't in dictionary

# TODO: Implement the logic to search for a word and return its meaning

def display\_all(self):

return sorted(self.my\_dict.items())

# TODO: Implement the logic to display all words and meanings

def greet\_user():

user = input("Please enter your name: ") #aks for the users name

print ("Welcome to your personal flower dictionary",user.upper()) #prints out personal message and capitalizes the users name

def main\_menu():

my\_dict = Dictionary()

while True: #basically if program is running will do the following

#shows user the menu and their options

print("\n Option Menu ")

print("1: Add a word")

print("2: Search a word")

print("3: Display all words")

print("4: Exit\n")

choice = input("Enter your choice: ") #asks the user which of the options above they want

print()

# TODO: Implement the logic for menu options

if choice == '1': #if user types 1 the following happens

word = input("What word would you like to be added? ") #asks the user for the word they want added

meaning = input("Please enter its meaning " )#asks the user for the words meaning

"\n",my\_dict.add\_word(word,meaning)#adds word and meaning to dictionary

elif choice == '2': #if user types 2 the following happens

word = input("What word are you looking for? ")#asks user for the word they are looking for

print (my\_dict.search\_word(word)) #looks for the word and if there prints the word and its meaning else a message its not there

elif choice == '3': # if user types 3 then the following happens

print("My dictionary",my\_dict.display\_all()) #prints everything in the dictionary alphabetically

elif choice == '4': # if user types 4 then the following happens

print("Exiting the dictionary. Goodbye!") #loop breaks with a sweet message telling user

break #this stops the loop

else:

print("Invalid choice. Please try again.") #if 1-4 are not typed the program will let user know its not an option

# Start of the program

if \_\_name\_\_ == "\_\_main\_\_":

greet\_user() #runs user menu

main\_menu() #runs main menu