

Dictionaries

It works on the concept of set Unique data

Keys,Values

- **Key** unique Identifier for a value
- **Value** is data that can be accessed with a key

In [16]:

```
d1={'Name':'Anil Peter','Role':'Trainer cum Developer','Organisation':'APSSDC'}
d1 # returns entire Dictionary
d1['Name'] # We can accessing the value only by Keys
d1.keys() # return list of keys
d1.values() # return list of values
d1.items() # returns the list of tuples of Keys and Values
d1['Brother']='Raju' # Updationg for a value
d1.pop("Organisation")
d1
```

Out[16]:

```
{'Name': 'Anil Peter', 'Role': 'Trainer cum Developer', 'Brother': 'Raju'}
```

In [14]:

```
help(dict)
```

Help on class dict in module builtins:

```
class dict(object)
| dict() -> new empty dictionary
| dict(mapping) -> new dictionary initialized from a mapping object's
|   (key, value) pairs
| dict(iterable) -> new dictionary initialized as if via:
|   d = {}
|   for k, v in iterable:
|       d[k] = v
| dict(**kwargs) -> new dictionary initialized with the name=value pairs
|   in the keyword argument list.  For example:  dict(one=1, two=2)
|
| Methods defined here:
|
| __contains__(self, key, /)
|     True if the dictionary has the specified key, else False.
|
| __delitem__(self, key, /)
|     Delete self[key].
|
| __eq__(self, value, /)
|     Return self==value.
|
| __ge__(self, value, /)
|     Return self>=value.
|
| __getattr__(self, name, /)
|     Return getattr(self, name).
|
| __getitem__(...)
|     x.__getitem__(y) <==> x[y]
|
| __gt__(self, value, /)
|     Return self>value.
|
| __init__(self, /, *args, **kwargs)
|     Initialize self.  See help(type(self)) for accurate signature.
|
| __iter__(self, /)
|     Implement iter(self).
|
| __le__(self, value, /)
|     Return self<=value.
|
| __len__(self, /)
|     Return len(self).
|
| __lt__(self, value, /)
|     Return self<value.
|
| __ne__(self, value, /)
|     Return self!=value.
|
| __repr__(self, /)
|     Return repr(self).
|
| __setitem__(self, key, value, /)
|     Set self[key] to value.
|
| __sizeof__(...)
```

```

    D.__sizeof__() -> size of D in memory, in bytes

clear(...)
    D.clear() -> None. Remove all items from D.

copy(...)
    D.copy() -> a shallow copy of D

get(self, key, default=None, /)
    Return the value for key if key is in the dictionary, else default
t.

items(...)
    D.items() -> a set-like object providing a view on D's items

keys(...)
    D.keys() -> a set-like object providing a view on D's keys

pop(...)
    D.pop(k[,d]) -> v, remove specified key and return the correspondi
ng value.
    If key is not found, d is returned if given, otherwise KeyError is
raised

popitem(...)
    D.popitem() -> (k, v), remove and return some (key, value) pair as
a
    2-tuple; but raise KeyError if D is empty.

setdefault(self, key, default=None, /)
    Insert key with a value of default if key is not in the dictioar
y.

    Return the value for key if key is in the dictionary, else default
t.

update(...)
    D.update([E, ]**F) -> None. Update D from dict/iterable E and F.
    If E is present and has a .keys() method, then does: for k in E:
D[k] = E[k]
    If E is present and lacks a .keys() method, then does: for k, v i
n E: D[k] = v
    In either case, this is followed by: for k in F: D[k] = F[k]

values(...)
    D.values() -> an object providing a view on D's values

-----
Class methods defined here:

fromkeys(iterable, value=None, /) from builtins.type
    Create a new dictionary with keys from iterable and values set to
value.

-----
Static methods defined here:

__new__(*args, **kwargs) from builtins.type
    Create and return a new object. See help(type) for accurate signa
ture.

```

```
-----  
Data and other attributes defined here:
```

```
__hash__ = None
```

Contacts Application

- Add Contact
- Search for contacts
- List all contacts
- Modify contact
- Remove contact

In [5]:

```
Contacts={}
```

In [25]:

```
def AddContact(Name,Contact_Number):  
    if Name not in Contacts:  
        Contacts[Name]=Contact_Number  
        print("Contact has been added")  
    else:  
        print("Contact with ",Name,"Already Exists")  
    return  
  
def SearchContact(Name):  
    print(Name,':',Contacts[Name])  
    return  
  
def ModifyContact(Name,Contact_Number):  
    if Name in Contacts:  
        Contacts[Name]=Contact_Number  
        print("Contact has been Modified")  
    else:  
        print("Contact with ",Name,"Doesn't Exists")  
    return  
  
def ListAllContacts():  
    for keys,values in Contacts.items():  
        print(keys,':',values)  
    return  
  
def DeleteContacts(Name):  
    if Name in Contacts:  
        Contacts.pop(Name)  
        print("Contact has been sucessfully deleted")  
    else:  
        print("Contact with ",Name,"Doesn't Exists")  
    return
```

In [28]:

```
x=int(input("Enter 1 to Add a contact \nEnter 2 to Delete a Contact \nEnter 3 to Modify  
a Contact \n"  
          "Enter 4 to Search a contact \nEnter 5 to Show all Contacts \n"))  
if x==1:  
    Name=input("Enter contact name: ")  
    Contact_Number=int(input("Enter Contact number: "))  
    AddContact(Name,Contact_Number)  
elif x==2:  
    Name=input("Enter Contact Name to be Deleted: ")  
    DeleteContacts(Name)  
elif x==3:  
    Name=input("Enter Contact Name to be Modified: ")  
    Contact_Number=int(input("Enter Contact Number to be modified: "))  
    ModifyContact(Name,Contact_Number)  
elif x==4:  
    Name=input("Enter Name of the contact do you need: ")  
    SearchContact(Name)  
elif x==5:  
    ListAllContacts()
```

```
Enter 1 to Add a contact  
Enter 2 to Delete a Contact  
Enter 3 to Modify a Contact  
Enter 4 to Search a contact  
Enter 5 to Show all Contacts  
1  
Enter contact name: Anil Peter  
Enter Contact number: 8886785229  
Contact has been added
```