

Lab 07: Loops & Dictionaries

Chapters 6-7

Complete the following program in chapter 06

1. Write a python program that counts from 1 to 5. Save the file as *counting.py*
2. Write a python program that runs as long as the user wants, then add a flag. Save the file as *parrot.py*
3. Write a python program with a while loop that exits when the user wants. Save the file as *cities.py*
4. Write a python program that runs as long as the user wants. Save the file as *parrot.py*
5. Write a python program that pulls users from one list to another using a while loop. Save the file as *confirmed_users.py*
6. Write a python program that removes an item from a list. Save the file as *pets.py*

Complete the following program in chapter 07

1. Write a python program with a simple dictionary. Save the file as *alien.py*
2. Write a python program with a dictionary that stores one kind of information about many objects. Save the file as *favorite_languages.py*
3. Write a program that creates an empty dictionary of colors and points. Display the keys, then display the values. Save the file as *empty_alien_dict_YourName.py*
4. Write a program that loops through all key-value pairs. Display the keys, then display the values. Save the file as *user_dict_YourName.py*
5. Write a program that randomly returns the value pair values from a dictionary, like the Hangman Dictionary Chapter 9 ½. Save the file as *secret_word_YourName.py*
6. Submit the files in Blackboard Lab_07 drop box.