# Lab 6.03 - Dictionaries Storing Lists In this lab your job is to create a week-long to-do list using a Python dictionary. Each key in the dictionary is a day of the week. Each associated value is a list of items to do that day. The program repeatedly asks the user what action they wish to take ( **add** or **get**). * If the user enters **get**, the program asks for a day of the week, and then returns the to-do list for that day. * If the user enters **add**, the program asks for a day of the week, then asks for a new item, then adds it to the specified list. * If a user tries to add an item that already exists on the list for that day, the program rejects the request. * At the start of the program the dictionary should be totally empty (containing no keys and no values). ## Example Here's an example. The program output is shown in bold text, the user input in regular text. ```python >>>python3 daily_to_do_list.py What would you like to do ('add' or 'get')? add What day? Friday What would you like to add to Fridays to-do list? practice clarinet What would you like to do ('add' or 'get')? get What day? Friday You have to practice clarinet. What would you like to do('add' or 'get')? ``` ## Bonus It's a bit tedious for the user to have to type in three different lines to add an item to a to-do list. Use `split()` to allow the user to input `add Friday watch tv and relax`. Create a variation of the program that doesn't allow any duplicates across any of the days. Make sure when you add a to-do item that it doesn't exist in the to-do lists of any of the days before adding.