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Lesson: Unit 2 – Python Dictionaries

1. Create a simple dictionary that stores 2 variables, for example: first and last name.

dictionary\_1 = {

        'first\_name':'tim',

        'last\_name': 'tom',

}

print(dictionary\_1)

1. Print out those variables stored in your previous dictionary.

print(dictionary\_1)

1. Add a message to those variables on printing: for example: “Hello, first\_name last\_name!”

name = {'first\_name': 'fred', 'last\_name': 'simmons'}

C = name['first\_name']

B = name['last\_name']

print("Hello " + C + " " + B + ", how's your day today?")

1. Create a dictionary that holds 2 key: value pairs:
   1. Look through your dictionary and print each pair,

data = {

        'first\_name':'Abraham',

        'last\_name':'James',

        'age':'24',

        'gender':'male'

}

for key, value in data.items():

  print("\nkey: " + key)

  print("\nvalue: " + value)

1. Create a nested dictionary containing three dictionaries – these dictionaries could be anything (favorite pets, travel locations, etc.)
   1. Loop through the dictionaries and print a message for each.

Top\_Rated\_Games={1:{'game': 'half life 2', 'release': 'November 16, 2004', 'rating': '9.7/10 IGN'},

                 2:{'game': 'minecraft', 'release': 'November 18, 2011', 'rating': '9/10 IGN'},

                 3:{'game': 'super mario 64', 'release': 'June 23, 1996', 'rating': '9.8/10 IGN'}}

for game\_info, rating\_info in Top\_Rated\_Games.items():

  print("\ngame: ", game\_info)

  for key in rating\_info:

    print(key + ':', rating\_info[key])