**Project: Game Stats**

Create a program that allows you to view the statistics for a player of a game.

**Console**

**Game Stats program**

**ALL PLAYERS:**

**Elizabeth**

**Joel**

**Mike**

**Enter a player name: elizabeth**

**Wins: 41**

**Losses: 3**

**Ties: 22**

**Continue? (y/n): y**

**Enter a player name: john**

**There is no player named John.**

**Continue? (y/n): y**

**Enter a player name: joel**

**Wins: 32**

**Losses: 14**

**Ties: 17**

**Continue? (y/n): y**

**Enter a player name: mike**

**Wins: 8**

**Losses: 19**

**Ties: 11**

**Continue? (y/n): n**

**Bye!**

**Specifications**

 The program should use a dictionary of dictionaries to store the stats (wins, losses, and ties) for each player. You can code this dictionary of dictionaries at the beginning of the program using any names and statistics that you want. Make sure to provide stats for at least three players.

 The program should begin by displaying an alphabetical list of the names of the

players.

 The program should allow the user to view the stats for the specified player.