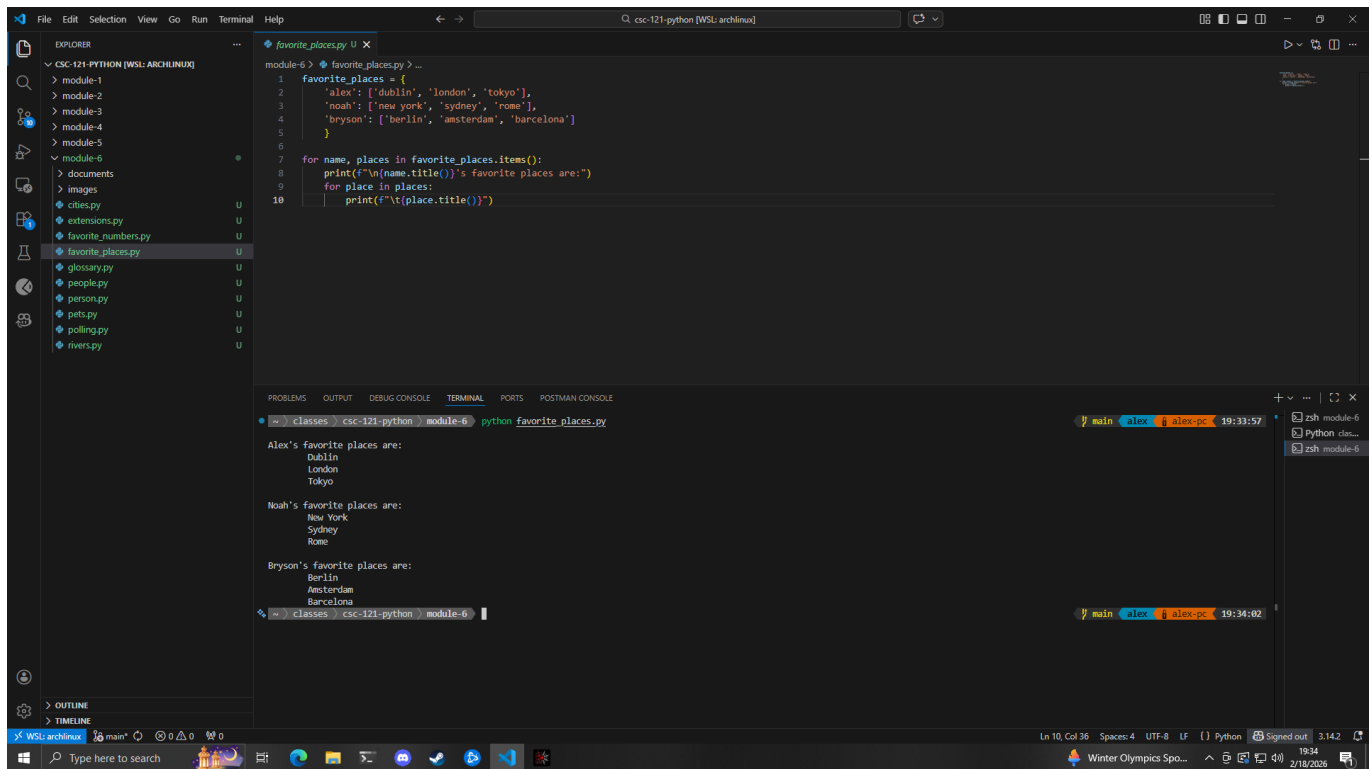


## 6-9. Favorite Places



The screenshot shows a Visual Studio Code editor window with a Python script named `favorite_places.py` open. The script defines a dictionary `favorite_places` with three entries: 'alex' (Dublin, London, Tokyo), 'noah' (New York, Sydney, Rome), and 'bryson' (Berlin, Amsterdam, Barcelona). It then iterates over the dictionary to print each person's favorite places.

```
1 favorite_places = {
2     'alex': ['dublin', 'london', 'tokyo'],
3     'noah': ['new york', 'sydney', 'rome'],
4     'bryson': ['berlin', 'amsterdam', 'barcelona']
5 }
6
7 for name, places in favorite_places.items():
8     print(f"\n{name.title()}'s favorite places are:")
9     for place in places:
10        print(f"\t{place.title()}")
```

The terminal output shows the execution of the script, displaying the favorite places for each person:

```
main alex alex-pc 19:33:57
Alex's favorite places are:
Dublin
London
Tokyo

Noah's favorite places are:
New York
Sydney
Rome

Bryson's favorite places are:
Berlin
Amsterdam
Barcelona
main alex alex-pc 19:34:02
```

The Explorer sidebar on the left shows a project structure with modules 1 through 6, and various Python files like `cities.py`, `extensions.py`, `favorite_numbers.py`, `favorite_places.py`, `glossary.py`, `people.py`, `person.py`, `pets.py`, `polling.py`, and `rivers.py`.