

4. Write a program that uses a dictionary that contains ten user names and passwords. The program should ask the user to enter their username and password. If the username is not in the dictionary, the program should indicate that the person is not a valid user of the system. If the username is in the dictionary, but the user does not enter the right password, the program should say that the password is invalid. If the password is correct, then the program should tell the user that they are now logged in to the system.
5. Repeatedly ask the user to enter a team name and the how many games the team won and how many they lost. Store this information in a dictionary where the keys are the team names and the values are lists of the form $[wins, losses]$.
 - (a) Using the dictionary created above, allow the user to enter a team name and print out the team's winning percentage.
 - (b) Using the dictionary, create a list whose entries are the number of wins of each team.