1. Transfer the data file “groceries.txt” from the X: drive to your working folder on the D: drive (the WingIDE folder). Look at the file contents.

Write a program that reads the file into a **dictionary**. The key is the grocery item and the value is the price. Assume that the length of the dictionary is variable and unknown. You’ll have to run a loop that stops when it reaches the end of items.

Ask the user to enter a grocery item and respond with the price. If the item is not on the list, give an error message. When the user is finished, s/he must enter a zero. The computer tallies the bill, including tax (13%).

Here is an example:

Please enter an item: milk

Please enter an item: bread

Please enter an item: ginger ale

Error: There is no ginger ale

Please enter an item: 0

Your bill:

Milk: $1.99

Bread: $2.45

Sub Total: $4.44

Tax: $0.58

Total: $5.02

Notes: You will have to begin your program with an empty grocery list, like this:

groceries = {}

Next you’ll have to open the file and read one item and one price. Then you can insert them in the groceries dictionary, like this:

Groceries[item] = price #inserts item and price into dictionary

To check your list, you might want to print it out:

print(groceries)

When you read your file items, they will include the newline character (\n). You need to get rid of this character, either using the strip function or the slice operator:

item = item[:-1] # take off the last character

Do this before you put them into the dictionary.

Put a header, comment and hand in to the handin folder.