**Random Joke Simulator brief**

The task was to create a random joke simulator which will produce a random joke every time the user interacts with the system. The jokes are picked from a selection of jokes already in the system.

**How it works?**

The first part of each joke is in one dictionary assigned to separate variables.

The second part of each joke is in another dictionary, again assigned to separate variables.

The 1st and 2nd part of each joke are assigned to the same key in both dictionaries.

The random loop will choose a dictionary key, which will be the same for both dictionaries, producing the joke.