Make a record

# Code snippets .

Creates a record using the dictionary data structure and prints the entire structure

| 1  2  3  4  5 | player = {"username": "rockstar",  "password": "6goatsEating",  "score": 5328}  print(player) |
| --- | --- |

Accesses and prints an attribute within a dictionary data structure using the **key**

| 1 | print(player["username"]) |
| --- | --- |

Modifies the data paired with the **key**

| 1 | player["password"] = "7goatsEating" |
| --- | --- |

Displays the data for an attribute within a string

| 1 | print("Username:", player["username"]) |
| --- | --- |

# Task . Create a record

**Step 1**

Use the dictionary data structure to create a record for an entity of your choice. Example entities could be a:

* Game
* Book
* Film

Your record should have **at least three** attributes.

**Step 2**

Test your dictionary by printing it.

**Tip**: If there is an error, check the syntax with the code snippet above.

**Step 3**

Add your code to the box below:

|  |  |
| --- | --- |

# Task . Access and display the data in your dictionary

**Step 1**

Create several print statements that will print each attribute from your dictionary with a suitable heading. An example for a book record is given below:

Title: Harry Potter and the Philosopher’s Stone

Author: J K Rowling

ISBN: 0747532745

>>>

**Step 2**

Test your code and then enter it in the box below:

|  |  |
| --- | --- |

# Task . Modify the dictionary so that it contains new data

**Step 1**

Add several lines of code that will change the data paired with all of the attributes in your dictionary. Your program should print the dictionary before it is changed and print it again after.

An example output is below:

{'Title': "Harry Potter and the Philosopher's Stone", 'Author': 'J K Rowling', 'ISBN': '0747532745'}

{'Title': "The Official Raspberry Pi Beginner's Guide", 'Author': 'Gareth Halfacree', 'ISBN': '978-1-912047-62-8'}

>>>

**Step 2**

Test your code and then enter it below:

|  |  |
| --- | --- |

# Explorer task .

Modify your program so that it now asks for user input which will then be added to the data paired with each key.

Enter your completed code below:

|  |  |
| --- | --- |