

## Lab: Dictionary

In this lab we will use a dictionary to hold a set of key value pairs where the key will be a username and the value will be a low score (that is for the user the least number of guesses they had to make to guess the number the computer generated).

We will now use lab 2 to include a request to ask the user each time the game is played who the user is.

If you did not do this earlier, you should modify your program so that when the game runs, it is possible to keep playing the number guess game until a user says quit.

However, before each iteration of the game, the program should ask the user for the name.

If this is the first time the game is played, then there will not be a default value available, and the user must enter a name.

If the program is already running and this is the second or more iteration of the game, then the user can either select to use the default value or enter a new name.

Now when the user guesses the number the computer thought of the program should look in the low score dictionary and see whether the current number of guesses is lower than the previous lowest score (if no score is held in the dictionary, then the current guess is by default the lowest). If the score is the lowest score, then it is placed into the dictionary overwriting any previous values. For example:

```
previous_low_score = low_score_dictionary.get(current_user, 1000)
if previous_low_score > count_number_of_tries:
    low_score_dictionary[current_user] = count_number_of_tries
```

When the user selects to terminate the whole program the data in the low score table should be printed out.