

DSA Lab 1

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11.5 Exercises

1. Write a program that repeatedly asks the user to enter product names and prices. Store all  
of these in a dictionary whose keys are the product names and whose values are the prices.  
When the user is done entering products and prices, allow them to repeatedly enter a product  
name and print the corresponding price or a message if the product is not in the dictionary.

# Discussion:

* This code takes elements of a list and places them in a dictionary in a key-value pair. Users can enter exit if they want to exit the program. Furthermore, users can enter a value, and the list will check and return how many products are under that price.

# Code:

# Graphical user interface, text, application, email Description automatically generated

**Output**

Graphical user interface, text, email

Description automatically generated

7.7 Exercises

Q1. Write a program that asks the user to enter a list of integers. Do the following:

(a) Print the total number of items in the list.  
(b) Print the last item in the list.  
(c) Print the list in reverse order.  
(d) Print Yes if the list contains a 5 and No otherwise.  
(e) Print the number of fives in the list.  
(f) Remove the first and last items from the list, sort the remaining items, and print the  
result.  
(g) Print how many integers in the list are less than 5.

# Discussion:

* In this program elements of the list are checked, counted and reversed accordingly.

Graphical user interface, text, application

Description automatically generated

Output:

Graphical user interface, text, application, email

Description automatically generated