class > ...

```python
person = {
    "first_name": "John",
    "last_name": "Doe",
    "age": 35,
    "city": "New York"
}

# print each piece of information
print("First Name:", person["first_name"])
print("Last Name:", person["last_name"])
print("Age:", person["age"])
print("City:", person["city"])
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

```
PS C:\Users\Dell\Desktop\python.main> & C:/Users/Dell/AppData/Local/Programs
First Name: John
Last Name: Doe
Age: 35
City: New York
PS C:\Users\Dell\Desktop\python.main>
```

class > ...

```python
favorite_numbers = {
    "Ali": 11,
    "raza": 13,
    "yaseen": 32,
    "usama": 9,
    "khurram": 22
}

# print each person's name and their favorite number
for name, number in favorite_numbers.items():
    print(name + "'s favorite number is:", number)
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

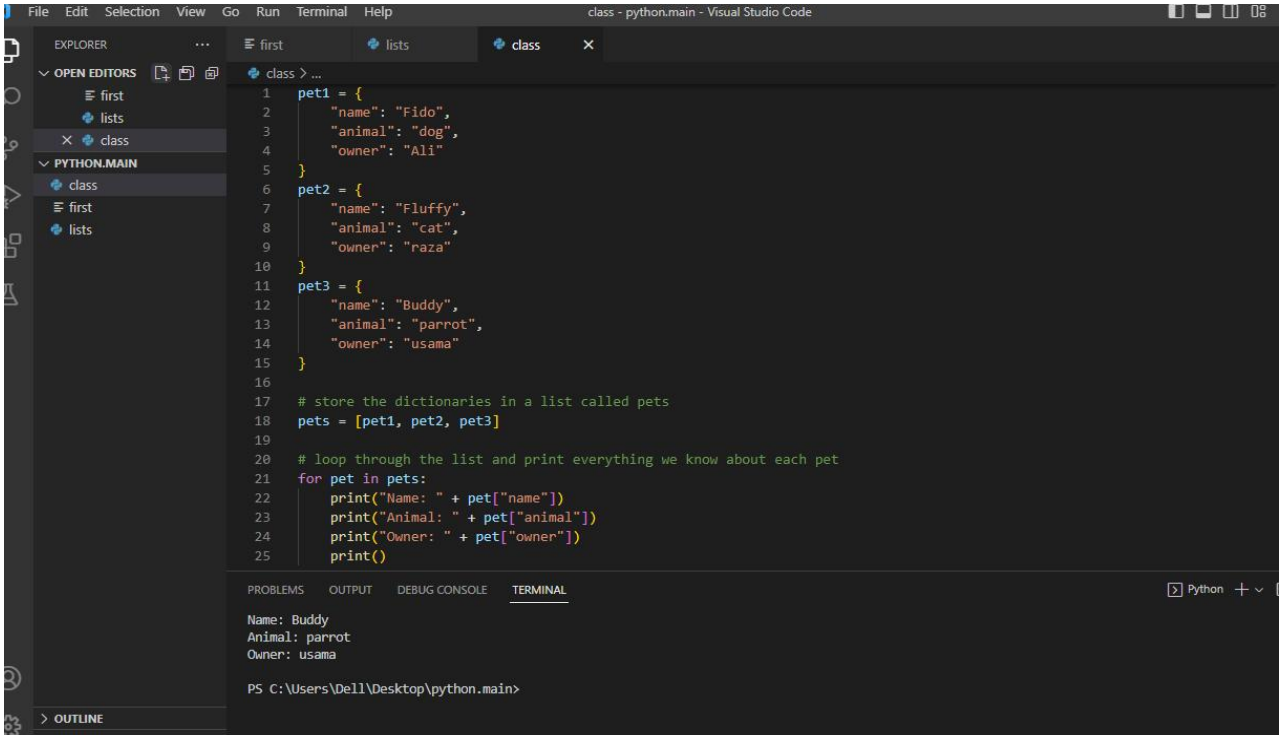
```
PS C:\Users\Dell\Desktop\python.main> & C:/Users/Dell/AppData/Local/Progr
Ali's favorite number is: 11
raza's favorite number is: 13
yaseen's favorite number is: 32
usama's favorite number is: 9
khurram's favorite number is: 22
PS C:\Users\Dell\Desktop\python.main>
```

```python
glossary = {
    "variable": "A named location in memory used to store a value.",
    "function": "A block of organized, reusable code that performs a single, related action.",
    "loop": "A programming construct that repeats a group of statements.",
    "module": "A file containing Python definitions and statements.",
    "class": "A blueprint for creating objects, which defines a set of attributes and methods."
}

#print each word and its meaning
for word, meaning in glossary.items():
    print(word.title() + ":\n" + meaning + "\n")
```

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL

PS C:\Users\Dell\Desktop\python.main> & C:/Users/Dell/AppData/Local/Programs/Python/Python311/python.exe c:/Users/Del
Variable:
A named location in memory used to store a value.

Function:
A block of organized, reusable code that performs a single, related action.

Loop:
A programming construct that repeats a group of statements.

Module:
A file containing Python definitions and statements.

Class:
A blueprint for creating objects, which defines a set of attributes and methods.

PS C:\Users\Dell\Desktop\python.main>
```

```python
major_rivers = {
    "indus": "pakistan",
    "ganga": "india",
    "Yangtze": "China"
}

# print a sentence about each river
for river, country in major_rivers.items():
    print("The " + river + " runs through " + country + ".")

# print the name of each river
print("\nRivers:")
for river in major_rivers.keys():
    print(river)
```

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL

PS C:\Users\Dell\Desktop\python.main> & C:/Users/Dell/AppData/Local/Programs/Python/Python311
The indus runs through pakistan.
The ganga runs through india.
The Yangtze runs through China.

Rivers:
indus
ganga
Yangtze

Countries:
pakistan
india
China
PS C:\Users\Dell\Desktop\python.main>
```


File Edit Selection View Go Run Terminal Help
class - python.main - Visual Studio Code
EXPLORER
OPEN EDITORS
first
lists
class
PYTHON.MAIN
class
first
lists
OUTLINE
first
lists
class
class > ...
pet1 = {
"name": "Fido",
"animal": "dog",
"owner": "Ali"
}
pet2 = {
"name": "Fluffy",
"animal": "cat",
"owner": "raza"
}
pet3 = {
"name": "Buddy",
"animal": "parrot",
"owner": "usama"
}
# store the dictionaries in a list called pets
pets = [pet1, pet2, pet3]
# loop through the list and print everything we know about each pet
for pet in pets:
print("Name: " + pet["name"])
print("Animal: " + pet["animal"])
print("Owner: " + pet["owner"])
print()
PROBLEMS
OUTPUT
DEBUG CONSOLE
TERMINAL
Python
Name: Buddy
Animal: parrot
Owner: usama
PS C:\Users\Dell\Desktop\python.main>