

```

class > ...
1  person = {
2      "first_name": "John",
3      "last_name": "Doe",
4      "age": 35,
5      "city": "New York"
6  }
7
8  # print each piece of information
9  print("First Name:", person["first_name"])
10 print("Last Name:", person["last_name"])
11 print("Age:", person["age"])
12 print("City:", person["city"])

```

PROBLEMS

OUTPUT

DEBUG CONSOLE

TERMINAL

```

PS C:\Users\Dell\Desktop\python.main> & C:/Users/Dell/AppData/Local/Programs/Python/Python39-64/python.exe python.main.py
First Name: John
Last Name: Doe
Age: 35
City: New York
PS C:\Users\Dell\Desktop\python.main>

```

```

class > ...
1  favorite_numbers = {}
2      "Ali": 11,
3      "raza": 13,
4      "yaseen": 32,
5      "usama": 9,
6      "khurram": 22
7  }
8
9  # print each person's name and their favorite number
10 for name, number in favorite_numbers.items():
11     print(name + "'s favorite number is:", number)

```

PROBLEMS

OUTPUT

DEBUG CONSOLE

TERMINAL

```

PS C:\Users\Dell\Desktop\python.main> & C:/Users/Dell/AppData/Local/Programs/Python/Python39-64/python.exe python.main.py
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>

```

```

class > ...
1  glossary = {
2      "variable": "A named location in memory used to store a value.",
3      "function": "A block of organized, reusable code that performs a single, related action.",
4      "loop": "A programming construct that repeats a group of statements.",
5      "module": "A file containing Python definitions and statements.",
6      "class": "A blueprint for creating objects, which defines a set of attributes and methods."
7  }
8
9  #print each word and its meaning
10 for word, meaning in glossary.items():
11     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/Dell/Desktop/python.main
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>

```

```

class > ...
1  major_rivers = {
2      "indus": "pakistan",
3      "ganga": "india",
4      "Yangtze": "China"
5  }
6
7  # print a sentence about each river
8  for river, country in major_rivers.items():
9      print("The " + river + " runs through " + country + ".")
10
11 # print the name of each river
12 print("\nRivers:")
13 for river in major_rivers.keys():
14     print(river)
15

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

```

PS C:\Users\Dell\Desktop\python.main> & C:/Users/Dell/AppData/Local/Programs/Python/Python311/python.exe c:/Users/Dell/Desktop/python.main
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>

```

The image shows a Visual Studio Code editor window with a Python file named `python.main`. The Explorer sidebar on the left shows the file structure with `first`, `lists`, and `class` files. The main editor displays a Python script that creates three dictionaries representing pets and stores them in a list. A loop then prints the details of each pet. The terminal at the bottom shows the output of the script, displaying the details for the first pet, 'Buddy'.

```
1 pet1 = {
2     "name": "Fido",
3     "animal": "dog",
4     "owner": "Ali"
5 }
6 pet2 = {
7     "name": "Fluffy",
8     "animal": "cat",
9     "owner": "raza"
10 }
11 pet3 = {
12     "name": "Buddy",
13     "animal": "parrot",
14     "owner": "usama"
15 }
16
17 # store the dictionaries in a list called pets
18 pets = [pet1, pet2, pet3]
19
20 # loop through the list and print everything we know about each pet
21 for pet in pets:
22     print("Name: " + pet["name"])
23     print("Animal: " + pet["animal"])
24     print("Owner: " + pet["owner"])
25     print()
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL Python +

```
Name: Buddy
Animal: parrot
Owner: usama

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