With only one line of code, assign the variables water, fire, electric, and grass to the values “Squirtle”, “Charmander”, “Pikachu”, and “Bulbasaur”

water, fire, electric, grass = "Squirtle", "Charmander", "Pikachu", "Bulbasaur"

With only one line of code, assign four variables, v1, v2, v3, and v4, to the following four values: 1, 2, 3, 4.

v1, v2, v3, v4 = 1, 2, 3, 4

If you remember, the .items() dictionary method produces a sequence of tuples. Keeping this in mind, we have provided you a dictionary called pokemon. For every key value pair, append the key to the list p\_names, and append the value to the list p\_number. Do not use the .keys() or .values() methods.

pokemon = {'Rattata': 19, 'Machop': 66, 'Seel': 86, 'Volbeat': 86, 'Solrock': 126}

p\_names = []

p\_number = []

for key in pokemon.items():

p\_names.append(key[0])

p\_number.append(key[1])

print(p\_names)

print(p\_number)

The .items() method produces a sequence of key-value pair tuples. With this in mind, write code to create a list of keys from the dictionary track\_medal\_counts and assign the list to the variable name track\_events. Do **NOT** use the .keys() method.

track\_medal\_counts = {'shot put': 1, 'long jump': 3, '100 meters': 2, '400 meters': 2, '100 meter hurdles': 3, 'triple jump': 3, 'steeplechase': 2, '1500 meters': 1, '5K': 0, '10K': 0, 'marathon': 0, '200 meters': 0, '400 meter hurdles': 0, 'high jump': 1}

track\_events = []

for key in track\_medal\_counts.items():

track\_events.append(key[0])

print(track\_events)